

THE BRIDGE BLUE BOOK

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THE BRIDGE BLUE BOOK

A COMPILATION OF
OPINIONS OF THE LEADING BRIDGE AUTHORITIES
ON LEADS, DECLARATIONS, INFERENCES, AND
THE GENERAL PLAY OF THE GAME

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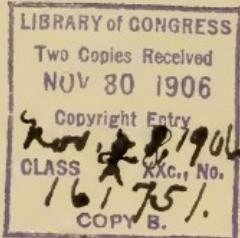
PAUL F. MOTTELAY

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NEW YORK
CHARLES SCRIBNER'S SONS
1906

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"Whist is a language, and every card an intelligible sentence."—CLAY.



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"We cannot all have genius, but we can all have attention: the absence of intelligence we cannot help, inattention is unpardonable."—WESTMINSTER PAPERS.

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INTRODUCTORY NOTE

"THE BRIDGE BLUE BOOK" is a comprehensive analysis of the various publications on Bridge. The author has endeavored throughout the book to give full credit to all the writers whose opinions are quoted.

The purpose of the book is to point out clearly—for the teacher, advanced student, and beginner—how the most frequently occurring and important combinations of cards are treated by different leading authorities. This is accomplished by means of clearly tabulated forms and supporting explanations introduced throughout the book, and particularly in the article treating of the different leads.

To the several new games of Bridge for less than four players, which are included in the book and which are more or less unknown in the United States, much space has purposely been devoted; and, in this connection, the singular attractiveness of Auction Bridge must be especially pointed out.

The bibliographical and historical compilations as well as the glossary and general index may claim to be the first instituted with thoroughness, the few efforts hitherto made in these lines not being worthy of serious attention.

Thanks are due to the editors of *The Field*, the *Saturday Review*, and *Vanity Fair* for courtesies extended, as well as to Mr. Fisher Ames, the well-known author, and to Mr. L. J. Bruck, editor of "Bridge," for valuable suggestions as to the general treatment of the present work.

In spite of the great care exercised in preparing the book,

some errors may be discovered in it. In that event, the author will be thankful to have them pointed out, as well as to have presented to him all possible suggestions which might tend to make future editions of this work still more attractive and serviceable.

276 WEST 132D STREET,
NEW YORK, U. S. A., October, 1906.

HISTORY OF BRIDGE

THROUGH a happy accident, Bridge was introduced into England during the year 1894. Among the players at the well-known Portland Club in London¹ was Lord Brougham, fresh from a protracted sojourn in Southern Europe, where he had long been playing the new game, and who, from force of recent habit, omitted to turn up the last card at Whist when it was his turn to deal. This naturally provoked much astonishment, and led to a complete explanation of Bridge, which was emphatically pronounced by Lord Brougham to be "by far the best card game ever invented." Its novel features proved at once so very attractive to all present that it was promptly adopted not only by the Portland but by the Turf and other leading clubs as well. In fact, it developed by leaps and bounds, and soon became so popular as to almost completely dethrone Whist, which had all along held undisputed sway. Its success, since then has been well-nigh phenomenal, and, in nearly all the leading clubs, here and abroad, Bridge proves now to be in unquestioned possession.

The name of Bridge probably grew out of the Russian word *biritch*, which is called out when the player declares No Trumps. The appearance in England, between 1883 and 1886, of a pamphlet on "Biritch, or Russian Whist," failed to attract much attention at that period, but during the ensuing ten years the

¹ The most famous Whist Club, which coöperated with John Lorraine Baldwin, "father of the present English code," and with the Arlington (now Turf) Club in making the celebrated revision of the "Laws of Whist," 1863-64.

present natural offshoot of the Russian form of play—one variety of which is called *Ieralasch*, *Teralache*, *Yelarash*, by Sir Horace Rumbold—became everywhere quite a favourite pastime. The game is said by some to have originated at Athens, although it is known to have been played, practically in its present form, throughout Turkey, Greece, Egypt, and along the Maritime Alps, for actually more than thirty years, under the name of *Khedive*. In France it appears to have always borne the English name of *Bridge*, but in Denmark, in Austria, and in other places, its prototype has long been known under the name of *Cayene*, *Cayenne*, meaning the best suit—the No Trumps, *Sans Atout*, make being called *Grand*.¹

During 1895 “The Laws of Bridge, adopted by the Portland Club, and a guide to the game by Boaz, first edition, De La Rue & Co., London,” made its appearance, and the work was found to be so well systematised that the two leading Constantinople clubs decided not only to have the book translated but to issue a new edition of it upon a considerably enlarged scale. The Code of Laws, as adopted by the Whist Club in New York, came out originally during 1897, two years after the English publication and four years after Mr. Henry I. Barbey is reported to have brought it over to New York, where he wrote a short account of the game for private circulation. Several editions of the code have since appeared at different periods, the most important bearing the title “American Laws of Bridge, adopted Novem-

¹ A Continental correspondent of the *Saturday Review*, writing under date May 23, 1906, says that Bridge is evidently a joint product of the foreign varieties of Whist known as *Cayenne* (long played in Austria and Germany) and *Teralache*, (the favourite Russian game), “having derived the naming of trumps and passing it over from the former and the value of each suit and No Trumps from the latter, the French having added their partiality to playing with a dummy.” Another correspondent, “Lover of Cards,” says that Bridge seems to have been evolved from one of the simpler variations of “Vint,” now the national card game of Russia.

ber, 1902," with a revision carrying it up to January, 1905, and, independently of the last named, Messrs. Charles Scribner's Sons have issued a new edition, as adopted during May, 1905, by a committee of the clubs whose representatives are said to have drafted the original code.

A copy of the American laws will herein be found transcribed in full, at pages 102-118, with notes showing where they are materially at variance with the 1905 English Code.

The views entertained by many leading authors concerning the new game are here given, and must needs prove of interest.

"Bridge is still Whist," remarks Professor Hoffmann, "the elements of novelty being (1) a new mode of deciding the trump suit (2) varying values assigned to tricks and honours, . . . (3) permission to double and redouble trick values (4) playing of third hand as dummy (5) new total of points for game, 30, by tricks only, and (6) the addition of a fifth honour."

Hulme-Beaman, who, by the way, places the old Russian game of "Vint" far above Bridge, admits that in the latter game there are fewer hard and fast rules than in Whist, one of the greatest charms of Bridge being that each player has far more liberty of action than in the old game. Mr. Beaman further observes that "one of the great faults of Whist, after the honours blot, was that any points scored over and above the game were valueless. This is corrected at Bridge, where every trick scores. . . . Bridge possesses most, if not all, of the attractions of Whist, with a good many additional ones of its own and none of the old faults."

By many, Bridge has been classed as a gambling game, Mr. McTear giving out at pp. 24-25 of his "Exposition," in the *Gentleman's Magazine*, eight detailed reasons why it should be so considered, while others, like "Badsworth," take the opposite view.¹

¹ *The Asian*, Calcutta, December 23, 1905, quotes the *Daily Express* as say-

The last-named writer says that Bridge "calls for the promptest exercise of the soundest judgment . . . develops powers of concentration . . . encourages careful observation, and improves the memory, trains the mind to estimate probabilities accurately and to draw inferences from actual knowledge and well marshalled facts . . . gives great insight into human character . . . and shows the advantage of definite thought."

"Cavendish," who was at first so thoroughly opposed to the innovation, realised finally and admitted that there was "no game of cards in the world wherein skill, sound judgment, and insight into the methods of the adversaries will meet with more certain reward than they do at Bridge."

The *Saturday Review* predicts that Bridge—which it terms a game of individual skill, common sense and observation, while Whist is a game of elaborated science and combination—will last because it is the most fascinating game of cards that has ever been invented, by reason of its affording infinite variety and continual excitement.

Archibald Dunn remarks that Bridge "ranks as the king of card games simply and solely because it is the best, *i. e.*, because it requires more skill to be a good player at Bridge than at any other game of cards. . . . Bridge requires, from its exponents, greater judgment both before and during the play of the hand; greater independence of conventions; more accurate observation and more subtle skill in drawing inferences; in short, a greater appeal to our mental faculties. . . . All these things and many others combine to produce a never-ending

ing that, in consequence of strong feeling among Bridge players, the stakes on the game are now materially lowered. At the London headquarters of Bridge, the Portland Club, points have been reduced from £5 per 100 and £5 on the rubber to 10s. per 100; while at the Turf Club, the game, which was not long since occasionally played for 2s. points, or £10 per 100 and £10 on the rubber, stands now at a maximum of £5 per 100. At the New Bridge Club, the points are 2s. 6d. per 100, and at Almack's, 10s. per 100.

kaleidoscope of chances and to add an element of excitement which exists in no other game. . . .”

“Boaz” says: “In no game do skill, sound judgment, and an insight into the mode of others’ play meet more certainly with their reward than in Bridge.”

“Pontifex” agrees that “Bridge is, at all events, paramount at the present time; and, as far as can be seen, its reign is spreading almost to the exclusion of all other games with cards.”

“Lynx” declares: “I hold that Whist laboured under five serious disabilities: the arbitrary trump, game-winning honours, its limitations and science, its dulness and silence, its tyrannies —none of which reproaches can be levelled against Bridge.”

An authority in *To-Day and London Opinion* sums up by saying: “The game of Bridge differs from other card games, which have in turn secured great popularity, in that it makes all important the power of assessing chances in a set of circumstances in which the balance of probabilities has to be weighed, giving each one of that set of circumstances its exact value as bearing upon the outcome of the line of action to be selected. So much does this delicate assessing of possibilities and the bearing of one chance upon another have to do with success at the game, that in the long run it outweighs all the variable distributions of cards, all the luck, all the memory, and all the skill in signalling.”

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¹ Different editions of the same work have been entered only when such were found to contain novel features or were especially alluded to in the public prints.

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[Other names will be found in the General Index.]

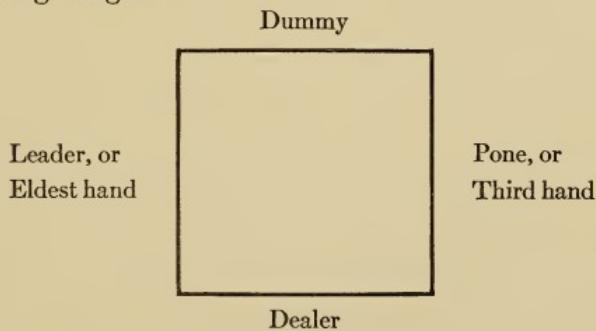
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HOW THE ORDINARY GAME OF BRIDGE IS PLAYED¹

A Whist pack of fifty-two cards having been procured, the four players proceed in the following manner:

Each player cuts or turns up a card, the two lowest (ace being considered a low card in cutting) and the two highest respectively becoming partners on either side. If the same denomination of low cards happens to be cut by two of the players, the cards are by them cut again until a different one is held by each player, merely for the purpose of deciding who is to make the first deal.² When the players have taken their proper seats at the table, the one having cut the very lowest card shuffles the pack above the table, has it cut by player on his right, and deals out the cards, face downward, from left to right, in the customary manner, until each player has been given thirteen. The last card is not turned up.

The accepted designation of each of the players is given in the following diagram:



¹ Consult "The American Laws of Bridge," to be found herein at pp. 102-118.

² "As between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade" (Association Laws).

All of the players except the dummy (who is partner of the dealer) look at and assort their respective hands. The dummy should, meanwhile, not touch the hand which has been dealt out for him, but allow it to remain on the table. This is the rule in many of the best clubs.

The dealer is the first to speak. He should, after examining his hand, either make a Trumps declaration (Hearts, Diamonds, Clubs, Spades), or a No Trumps declaration; or, if he prefers not to exercise this privilege, he must pass—transfer—the right to his partner, the dummy, who, in that event, is compelled to make a declaration.

When the dealer does declare a certain suit or a No Trumps, the dummy takes up his cards and assorts them, ready to be spread out, upon the table before him, *after* the first lead has been made. The dummy proceeds in the same way when the make has been passed to him by the dealer and he announces the compulsory declaration he has himself decided upon.

A declaration, once announced, cannot be altered (American Laws, Section 49), and after it has been made, either by the dealer or by the dummy, the leader should thus address the pone: "Shall (may) I play, partner?" to which the pone should reply, "Yes," or "You may play (lead)"—in case it is not the wish of either to double.

Doubling and Redoubling are processes by which the adversaries of the dealer and dummy are first enabled to increase the score of tricks (not of honours, which cannot be doubled), and it may go on until the generally accepted maximum of 100 per trick is reached. The Code adopted by the Association of United States Clubs establishes an absolute maximum of 200. When either the leader (who holds the prior right) or the pone, on the one side, desires to double he so states; in lieu of saying "May I play?" etc., either one says, "I double," and then the declarer (having first right) or his partner should say either "I

redouble" or "I am content (satisfied)." See American Laws, Sections 50-60.

The leader, sitting at left of the dealer, then plays his first card—the opening lead. It is only *after* this initial lead, as before stated, that the dummy must spread out all his cards, face upward, upon the table before him, so that all the other three players can see them. The dummy's hand should be assorted in such manner that the suits alternate in color and are classified from ace downward—likewise, so that the cards of the declared trump suit, if any, lie on the table to his right.

The dummy, up to the time of thus spreading his cards upon the table, is on even terms and enjoys equal rights with all the other players, but, from the moment he has exposed his hand, he should properly remain perfectly quiet and not leave his seat nor look over the hands of other players. Such rights as he may have are specified in the American Laws, Sections 62-63.

After the leader has played his opening card, the game proceeds in the customary manner, the dealer alone playing dummy's exposed hand, together with his own, in regular order.

SCORING

A game of Bridge is won only when 30 trick (not honour) points over the first six tricks, or "book," have been scored by either side. Should more than 30 points be scored, the excess is not carried to another game but is credited in the final total. The side winning a rubber adds 100 points to its honour column.

TABLE OF SCORES

IN A NO TRUMPS DECLARATION. [HONOURS ARE THE FOUR ACES.]	POINTS.			
Each trick made above the first six tricks, or "book," counts.....	12			
Three Aces (held by one or both partners) count.....	30			
Four Aces (held between the partners) count.....	40			
Four Aces (held in one hand) count.....	100			

IN A TRUMPS (SUIT) DECLARATION, SUCH AS:	POINTS.			
	SPADES	CLUBS.	DIAMONDS.	HEARTS.
Each trick made above the first six, counts.....	2	4	6	8
Three honours (however held) count as two tricks in that suit.....	4	8	12	16
Four honours (between partners) count as four tricks in that suit.....	8	16	24	32
Five honours (between partners) count as five tricks in that suit.....	10	20	30	40
Four honours (all in one hand) count as eight tricks in that suit.....	16	32	48	64
Five honours (four in one hand, the fifth in partner's hand) count as nine tricks in that suit.....	18	36	54	72
Five honours (all in one hand) count as ten tricks in that suit.....	20	40	60	80

Honours are the Ace, King, Queen, Knave, Ten.

Honours—*Chicane* (absence of trumps in one hand) counts as two tricks in the suit.
Honours—*Double Chicane* (no trumps held by either partner) counts as four tricks in the suit.

Honours—*Grand Slam* (any side making all thirteen tricks) counts 40 points.
Honours—*Little Slam* (any side making in all 12 tricks) counts 20 points.

The foregoing shows that:

In a Suit (Trumps) declaration, it is necessary to hold above the "book," in order to win game, only four tricks in Hearts, while five tricks are required in Diamonds; but

that the whole seven tricks, above the "book," in Clubs would make but 28 points, and in Spades not more than 14 points. It is therefore easily seen that it is not possible to win any game in one deal with either of the black suits, and it would be well to bear in mind, clearly, that Hearts are worth four times, Diamonds three times, and Clubs twice as much as Spades.

In a No Trumps declaration, only three tricks, above the "book," win the game.

There is, of course, no honour score if each side holds two aces.

The value of honours, Chicane, Grand Slam, Little Slam, is in no manner affected by either doubling or redoubling. See American Laws, Section 10.

The most satisfactory method of keeping score appears to be the following:

We	They	We	They	
	Honours		Honours	
		32	64	1st game.
		32	8	
		24	4	
			40	2d game.
			16	
		24	24	
		12	12	
		24	24	3d game.
			12	
		2	Tri	
		40	28	
		100		Totals.
		290		
		220		
		70		

First round. "We" score 4 tricks, Diamonds, =24, also 4 honours in 2 hands =24.

The 24 in tricks goes below the heavy line and the honour 24 above it.

Second round. "They" score 3 tricks, Hearts, =24, also simple honours =16.

The 24 goes below the heavy line and the 16 above it.

Third round. "We" score 1 trick, No Trumps, =12. Honours are divided.

The 12 goes under their 24, and, as that makes game, a double line is drawn beneath.

Fourth round. "They" score 2 tricks, No Trumps, =24, also 4 aces between them =40.

The 24 goes under the first double line and the 40 goes above their 16.

Fifth round. "We" score 6 tricks, Clubs, =24, also for Little Slam =20 and for 5 honours between them =20, a total of 40 in honours, but as "They" claim for Chicane 8, this comes off of the 40, leaving 32, which goes above the 24, while the 24 in tricks goes under the first double line.

Sixth round. "They" made it Spades, which was doubled by "We." But "They" succeeded in scoring 3 tricks =6, which multiplied by 2 (for the double—which affects tricks alone) gives 12, also simple honours =4.

The 12 goes under their 24 and the 4 goes above the 40. As another game is won, a double line is drawn underneath.

Seventh round. "We" score 1 trick, Spades, =2, but "They" held 4 honours =8.

The 8 goes above the 4 of "They" and the 2 made by "We" goes below the second double line.

Eighth round. "They" score Grand Slam, Clubs, =40 (and the 7 tricks =28), also 4 honours in one hand =32, but as "We" claim for Chicane 8, this 8 is deducted from the 32, leaving 24.

The 24+40 =64 goes above the 8 and the 28 goes below the second double line.

Ninth round. "We" score 5 tricks, Hearts, =40, also 4 honours in 2 hands =32.

The 40 goes under the 2 and the 32 honours above the preceding 32.

As the game is won another double line is drawn below and the customary bonus of 100 is added for winning the rubber. The two columns are then footed up and the difference, in this case 290—220 =70, is the value of the rubber.

N.B. In footing up, all is generally omitted above or below the nearest Ten. For instance, a total of 73 would be called 70 and 77 would be called 80.

THE DECLARATION

It has truly been said that the declaration at Bridge is the crucial difficulty confronting the beginner. By most players it is justly deemed the most important part of the game—even of more consequence than is the original lead—a fact apt to be overlooked on account of the singularly tempting speculative opportunity which the declaration offers. Robertson wisely remarks that a trick or more may be lost through incorrect play, but that an unsound make usually involves the loss of the game, and that the rubber inclines strongly in the same direction, so that the reward for sound declarations proves, in fact, correspondingly greater than is the return from good play.¹

The declaration should invariably be made to the score, and it is well to bear in mind that 6, 18, 24 are the most important stepping-stones; for, at 6, two tricks in No Trumps—at 18, the odd trick in No Trumps—at 24, the odd trick in anything but a black suit—wins the game. Likewise, that if your score stands 22 to 18 you should, if in doubt, select Hearts preferably to No Trumps, while at 24 to 22, or 18 to 18, Diamonds should be preferred to Hearts.—(*Bergholt.*)

The dealer should declare: Hearts, when holding five of them with one honour; Diamonds, holding five with two honours; Clubs, holding six with three honours; Spades, holding eight with two honours. With a Yarborough, containing five

¹ “Bascule,” in *Illustrated Sporting News*, well says that the average player has something to learn about the declaration, the “great fundamental error” committed by the majority of people being that they are “always going for game”—a mistake due largely to the text-books on Bridge, wherein any call by the dealer which will not practically take him out is almost interdicted.

Hearts, four Diamonds, three Clubs, and a single Spade, dealer should pass the declaration to partner.—(*The Field.*)

The least a player should hold for a suit declaration is: six, including one honour; or, five, including two honours and a side trick; or, four, including three good honours and three tricks.—(*Steele.*)

It is now generally admitted that a suit of six Hearts or Diamonds should always be made trumps at love-all.—(*Sporting News.*)

Holding four honours of any suit, even Spades, declare such suit unless the remainder of the hand prompts No Trumps.—(*Hulme-Beaman.*)

With all the suits guarded, declare No Trumps.—(*Dunn.*)

By most players it is regarded as an established maxim that, aside from the score, a player should refrain calling No Trumps, whatever number of tricks he may count in his hand, if he has more than one suit unprotected. No suit, except Spades, should be declared defensively with less than five cards in it.—("Pontifex.")

Five good picture cards and three suits guarded are the proper qualifications of a No Trumps hand, and the average strength of one's no trumper should not fall below that. A red suit should not be declared with fewer than five trumps.—(*Badminton Magazine.*)

With six or more cards of a black suit thoroughly established, and one other card of entry, No Trumps should always be declared at the score of love. For a thoroughly established suit, the Ace, King, Queen at the head is a necessity.—(*Dalton.*)

The main requirements of a No Trumps hand is that you should be guarded in three suits; and, to be guarded in a suit, you should hold at least an Ace, or a King and two others, or a Queen, Knave and one other, or a Knave, Ten, and two others.—("Cut-Cavendish.")

With six or more certain tricks in Spades or Clubs and one other Ace, make it No Trumps (unless four or five honours in either Hearts or Diamonds are held, when suit should be declared); and, generally, when holding both the red Aces and Kings besides one or two small in each suit—even with nothing in the black suits.—(“*Hellespont.*”)

THE NO TRUMPS DECLARATION

HOLDINGS JUSTIFYING IT AT SCORE OF LOVE-ALL, ACCORDING
TO DIFFERENT AUTHORITIES

Four Aces. All writers and most players have assumed that one must necessarily declare No Trumps when holding four Aces (“a hundred Aces”).

I have not been able to find a hand in which it is wrong, at any state of the score, to declare No Trumps when holding the four Aces.—(*W. H. Whitfeld.*) Notes 1 and 2.

Three Aces, whatever the other cards may be.—(*Hulme-Beaman.*)

Three Aces considered, *jeu de règle*, a No Trumps hand even when there is not another court card in it.—(*Saturday Review.*)

Three Aces, with even less than five good cards.—(“*Templar.*”)

Three Aces, unless the hand contains six Hearts to two honours, or five Hearts to three honours, one of which is the Ace of Hearts.—(*Foster.*)

Three Aces, except when declarant holds six or more Hearts, when the latter call is more advantageous.—(“*Hellespont.*”)

Three Aces usually make declaration a compulsory one—*sans atout forcé*—although with a fine red suit and one suit bare, it would be folly to make the declaration.—(“*Lynx.*”)

Two Aces and a guarded suit.—(*Elwell.*)

Two Aces and good cards—such as King, Queen, Knave or King, Knave, Ten—in one other suit.—(*Dalton.*)

Two Aces in addition to a guarded King or Queen in another suit, with the probability of taking at least four tricks.—(*Street.*)

Two Aces and protection in another suit; or, two Aces—one being at head of an established suit of not less than five cards.—(*Steele.*)

Two Aces and protection in a third suit—as, for example, King, Queen, and one small; King, Knave, and one small; King and two small; Queen, Knave, Ten.—(*Foster.*)

Two Aces, besides a King and a Queen, makes hand better than three Aces. (Two Aces and a King, or one Ace and two Kings, not sound as no trumpers.)—(*Bergholt.*)

Two Aces, a King and Queen to five, or even four, cards of third suit.—("Slam.")

Two Aces and one King, if either have four cards with an honour behind one of them.—(*Hulme-Beaman.*)

Two Aces, when holding suit of King, Queen, Knave, and two others, or King, Queen, and three others; also when the two Aces are accompanied by three Kings, one being guarded; likewise, when with the two Aces are three Queens, provided that the two suits not headed with an Ace are guarded.—("Templar.")

One Ace and a good all-round hand—something of value in every suit.—(*Dalton.*)

One Ace with protection in the other three suits and likelihood of taking at least four tricks.—(*Steele and Street.*)

One Ace should not be considered a no trumper unless all the other suits are exceptionally strong or are very well protected.—(*Foster.*)

One Ace with three Kings; or, an Ace with two Kings, if any of

these three have four cards behind them.—(*Hulme-Beaman.*)

One Ace and three other guarded suits; or, one Ace and one black suit which includes Ace, King, Queen, and three others or better.—(*Elwell.*)

One Ace and a very long-established suit headed by tierce major (Ace, King, Queen) and a guarded King or Queen in another suit.—(*Fisher Ames.*)

One Ace heading a long suit with two other suits well guarded, or when the Ace is accompanied by either all the Kings or by all the Queens guarded.—("Templar.")

One Ace and three Kings, all fairly guarded; or, one Ace, King, Queen to five or more Diamonds, Clubs, or Spades, and another Ace—but, with one Ace, King, Queen to five or more Hearts, latter suit should be declared; likewise, one Ace and two King-Queen suits all fairly guarded with but little else.—("Slam.")

Without an Ace. Player should have a phenomenal hand in court cards—such, for example, as both black suits long and both red suits protected, with score such as it would be impossible to win game with a black trump.—(*Foster.*)

Note 3.

Without an Ace, it is scarcely ever sound to declare No Trumps.—(*Elwell and Robertson.*)

Without an Ace, no trumps should be declared only with *four guarded suits*, and a hand containing eight picture cards of which seven should be Kings or Queens.—(*Atchison and Lindsell.*)

Without an Ace, every suit should be securely guarded. That is a *sine qua non* for the declaration without an ace. A hand containing four guarded Kings, unsupported by any Queens or Knaves, is emphatically not a No Trumps hand at love-all.—(*Sporting News.*)

Four Kings, if well guarded, as the four Aces are not likely to be held in one hand against the dealer.—("Templar.")

Four Kings and, say, two Queens, or one Queen and two Knaves—as chance of four Aces being held against you is $56\frac{1}{2}$ to 1.—(Dalton.)

Six Honours, including an Ace (and not a Knave or Ten, unless they are guarded); or any Ace and a black suit of six cards, including Ace, King, Queen; or any eight honours, not including the Ten but including the King if guarded.—(Smith.)

NOTE 1.—The following hand, held at Brighton some years ago, was sent to London for the opinion of three good players, who all, separately, decided the proper declaration at love-all to be Hearts, viz.: Hearts—A., Kg., Kv., 10, 9, 8; Diamonds—A., Qu., J.; Clubs—A., Qu., 3; Spades—Ace. Dealer could not well lose game; he might lose two by-cards, against eight diamonds in one hand and the Queen of Hearts doubly guarded.—(Badsworth).

NOTE 2.—The odds before the deal are 378 to 1 against any given player holding the four Aces; after one player has looked at his cards and found no Ace among them, the odds are 114 to 1.—(The Field.)

NOTE 3.—"Portland" names the following interesting hand on which the dealer very justifiably declared No Trumps, although not holding an Ace, viz.: Hearts—Kg., 3, 2; Diamonds—Kg., 7, 6, 5; Clubs—Kg., 10, 2; Spades—Kg., Qu., 10. Captain Beasley gives two others: Hearts—Kg., Kv., 10; Diamonds—Kg., 2; Clubs—Kg., Kv., 9; Spades—Kg., Qu., Kv., 10, 3; also, Hearts—Kg., 10; Diamonds—Qu., 8, 7; Clubs—Kg., Qu., 10, 3, 2; Spades—Kg., Qu., 8.

THE NO TRUMPS DECLARATION BY THE DUMMY

As, on the passed or "left" declaration, the dummy is naturally led to believe that the dealer holds neither four nor three Aces; likewise, neither five nor four honours in Hearts; nor great strength in Diamonds, he should declare No Trumps when holding: (1) four Aces; (2) three Aces, with strong cards in the red suits; (3) two red Aces, with full protection in one of

the other suits, as his partner is likely to be strong in one of the black suits;¹ (4) one Ace, when all the other suits are properly guarded; (5) four Kings, with stronger support than is required when they are held for the declaration by the dealer (*which latter requisite attaches to all of dummy's declarations*).— (“Templar.”)

A passed No Trumps make, without two Aces, rarely does much good, and, with one Ace, it is a very extreme measure; all four Kings is an absolute necessity, and three of them should have some backing.—(*Dalton.*)

THE ROBERTSON RULE

By this Robertson, or Robertsonian, Rule, as it is now taught in India and as it was originally published with other Bridge axioms by Robertson and Wollaston at Calcutta during the year 1902, the Ace is made to count 7, a King 5, a Queen 3, a Knave 2, and a Ten 1; all of these making up together what is called an average hand—a total of 18, and not 16 as some authors have had it.

When any such cards in the hand collectively represent a total of 21 (as, for instance, 3 Aces, or 1 Ace, 1 King, and 3 Queens, or 4 Kings and 1 Ten) with at least three of the suits well protected (a King to have at least one guard, a Queen to have at least two, a Knave three) the hand is deemed to represent generally the minimum strength for a justifiable original No Trumps declaration at love-all. For the dummy, however, the count should properly come to at least 22.

“Ace of Spades,” who says that the general principle is

¹ It would be unwise to declare No Trumps with the two black Aces, unless both the red suits are guarded, except when one is headed by King, Queen, Knave, and two others, or King, Queen, and three others.

never to pass on a hand which counts 21 or more, however the counting cards may be distributed, limits the minimum strength warranting the No Trumps call for dummy to at least 23, making, of course, allowance for very exceptional holdings.

The Robertson scale of values, which is based upon the mathematical laws of chance, should not, however, be applied to either an Ace singleton, a King singleton, or an unguarded Queen, in which cases the values of each are reduced to 4, 2, and 1 respectively.

Suits footing up 21, as above, are called by Robertson *classical no trumpers*. There are, besides, two other classes of combinations, not embracing three guarded suits, which justify a No Trumps declaration, and which he calls *sporting no trumpers*.¹ These include combinations according to what is known as the Seven Rule, and likewise such combinations as total up 24 points but with two missing or unguarded suits.

With regard to the classical no trumpers, it is stated that a No Trumps declaration will be theoretically correct if the number of tricks held *plus* the number of suits guarded come to seven or more, as, for example, four tricks and three suits guarded, five tricks and two suits guarded, six tricks and one suit guarded; this is why it has been called the Seven Rule. As remarked by "Ace of Spades," the latter embraces such a case as holding a sixième major in Spades and no other court card, or a quint major in Spades and, say, the King of either Hearts, Clubs, or Diamonds guarded, and so on. Dummy should employ the Seven Rule very cautiously and avoid declaring No Trumps, even when holding five tricks and two guarded suits, unless one of the latter is a red one. But, if both the guarded suits are red and not long ones, No Trumps is, of course, the proper declaration on a "pass."—(Robertson and Wollaston.)

¹ A very sporty no trumper is in many places known as an "Addington."

With the above-named second class of combinations, which do not come under the Seven Rule, although totalling 24, but with two suits unprotected and no material strength in red suits, the make is, of course, not so safe. Yet the partner must always be counted upon for something, and the score should to any ordinary player determine the proper course of action.¹

The collective total of 24 points is very strongly endorsed by "Cut-Cavendish," but Captain H. M. Beasley has recently introduced a formula of his own, which, he says, he has found to work quite well on a total of only 20 for the honours with three suits guarded. He values, Ace 6, King 4, Queen 3, Knave 2, Ten 1. Using this formula, the "bare three Ace, No Trump" is *not* a No Trumps call, but two Aces (or three Kings) besides two Queens and one Knave, or one Ace, one King, two Queens, and two Knaves, would thus constitute a justifiable no trumper—with, of course, the three protected suits.

THE HEARTS DECLARATION

HOLDINGS JUSTIFYING IT AT THE SCORE OF LOVE-ALL, ACCORDING TO VARIOUS AUTHORITIES

Four honours—as the honour score of 64 is naturally a very valuable one.

Ace, King, and two small, besides one Ace.—(*Bergholt and Melrose.*)

Ace, King, and four others.—("Templar.")

¹ In *The Australasian*, Melbourne, December 30, 1905, there is reproduced from *The Field of London*, the following: Dealer held—Hearts, Kv.; Diamonds, A., Kg., 5; Clubs, A., Qu., 10, 2; Spades, Kg., Kv., 9, 4, 3, and declared No Trumps at love-all, but lost the odd trick although holding guarded suits, well-established Spades, and as much as 32 calculated by the Robertson Rule. The dummy's hand was: Hearts, Qu., 7, 6, 5; Diamonds, 9, 8, 4; Clubs, Kg., 7, 5; Spades, 10, 5, 2.

Ace, King, to five Hearts, or King, Queen, Knave, to five Hearts.—(*“Slam.”*)

Ace, King, Queen, besides another King guarded.—(*Dunn.*)

Ace, King, Queen, and one small, besides a King guarded.—(*Melrose.*)

Ace, King, Queen, and two others; or, Ace, King, Queen, and one other, if accompanied by court cards in other suits.—(*“Templar.”*)

Ace, King, Knave, and one small, in addition to one Ace, or King and Queen of a suit.—(*Melrose.*)

Seven Hearts.—(*Street.*)

Seven Hearts lower than the Ten will make five tricks, where the other six trumps are equally divided; will, however, rarely happen.—(*“Pontifex.”*)

Six Hearts with one honour.—(*Bergholt, Saturday Review, “Slam,” Steele, and Street.*)

Six Hearts with one honour and an honour in another suit protected.—(*Fisher Ames.*)

Six Hearts with one honour and protection in other suits.—(*Elwell.*)

Six Hearts with one honour higher than the Ten.—(*Saturday Review and Mainwaring.*)

Six Hearts with two honours.—(*“Templar.”*)

Six Hearts with or without honours.—(*“Ace of Spades” and “Badsworth.”*)

Six Hearts with two honours, one being the Ace or King.—(*Metcalfe.*)

Five Hearts with two honours, if accompanied by court cards in other suits.—(*“Templar.”*)

Five Hearts with two honours and at least one trick in side suits.—(*Street.*)

Five Hearts with two honours and one protected suit.—(*Fisher Ames.*)

Five Hearts with two honours and some protection in other suits; or, five Hearts including one honour, with good five-card plain suit or with some protection in other suits.—(*Elwell.*)

Five Hearts with two honours and no other strength.—("A*ce of Spades.*")

Five Hearts with two honours other than Knave, Ten, and two possible tricks in other suits; or, five Hearts headed by Ace or King and two certain or three probable tricks in other suits; or, again, either five moderate, or four good Hearts headed by King or Queen, besides such strength in Diamonds as shows improbability of partner's ability to call anything but a black suit.—(*Dalton.*)

Five Hearts with two honours constitute a fair declaration; with but one honour it is a weak suit to declare, especially if latter is not an Ace.—("Lynx.")

Five Hearts with two honours and a side trick.—(*Steele.*)

Five Hearts with two honours, one of which should be Ace, King, or Queen, and three extremely probable tricks outside of trumps; or, three tricks in trumps and two extremely probable tricks outside of trumps.—("Helle-
pont.")

Four Hearts with three honours and three tricks in side suits.—(*Steele and Street.*)

Four Hearts with three honours and one protected suit.—(*Fisher Ames.*)

Four Hearts with three honours and some protection in other suits, or four honours with or without protection in other suits.—(*Elwell.*)

Four Hearts with three honours and two certain or three probable tricks outside them.—(*Dalton.*)

Make it a Hearts declaration when the hand is worth three tricks certain and one trick probable.—(*Dunn and "Leigh."*)

For the Hearts call, one should hold: seven hearts with or without honours, six with one honour, five with three honours, or four which are all honours besides some tricks in the other suits.—(*Keily.*)

A genuine Hearts hand should contain five probable tricks, such as King, Queen, 8, 6, 3, or King, Knave, 10, 6, 3; if, however, you hold King, Knave, 8, 6, 3, it would be better to leave declaration to your partner.—(*Bergholt.*)

Dealer should have reasonable chance for five tricks in his hand before deciding to make it Hearts.—("Badsworth.")

The Hearts declaration should be made very cautiously by dummy with a suit of five, not including at least Ace, King or King, Queen—unless holding a hand otherwise quite strong, although not sufficiently so to justify a No Trumps make. While with a fair hand in other respects, an original declaration could be made on Knave, Ten, and three others, the dummy declaration should have a Queen or a small card in addition.—("Templar.")

The Asian, Calcutta, June 9, 1906, says that the following table will be found to cover all genuine Hearts declarations at the score of love-all. The dealer should declare Hearts when holding: I, (a) any four honours, (b) five, with three honours including either the Ace or the King, (c) six, with one honour higher than the Ten, however bad may be the rest of his hand; II, (a) five, headed by Ace, (b) five, headed by either King, Queen or King, Knave, (c) five, headed by either Queen, Knave or Queen, Ten; with two probable tricks in other suits; III, (a) five, headed by either King or Queen, (b) four, with three honours, including Ace or King, with three probable tricks in other suits. In the same number of *The Asian*, the Hearts declaration is recommended at love-all when holding three Aces in such hands as following: Hearts, Ace, Ten, 8, 7, 6, 2; Diamonds, Ace, 9; Clubs, Ten, 3; Spades, Ace, Knave, 5.

THE DIAMONDS DECLARATION

HOLDINGS JUSTIFYING IT AT THE SCORE OF LOVE-ALL,
ACCORDING TO VARIOUS AUTHORITIES

*The four honours, any of them.*¹—(“Templar.”)

The four top honours.—(Melrose.)

Ace, King, Queen, and one small, besides an Ace.—(Melrose.)

Ace, King, Queen, besides another King guarded.—(Dunn.)

Ace, Queen, Knave, and two small, besides a King guarded.—
(Melrose.)

King, Queen, Knave, Ten, besides a King guarded.—(Melrose.)

Seven Diamonds, including one honour.—(“Templar.”)

Seven Diamonds or more, even without a court card.—(“Hellepont.”)

Seven Diamonds with some strength in another suit.—(Metcalfe.)

*Six Diamonds, with either Ace, King or King, Queen, and
some support in at least one suit.*—(“Templar.”)

Six Diamonds or more, with two honours.—(Dalton.)

*Six Diamonds or more, not self-established and nothing else—
only kind of a hand, with rare exceptions, on which original
protective Diamonds call by dealer is justifiable.*—(“Ace of
Spades.”)

*Six Diamonds, including one honour and some protection in the
other suits.*—(Elwell.)

*Six Diamonds, irrespective of the remainder of hand. Same
applies to Hearts.*—(“John Doe.”)

¹ Even though holding four honours, make it No Trumps if possible. The Diamonds declaration by dealer is a proverbially unlucky one, and more hands apparently go to pieces on bad Diamonds makes than on anything else.—(Foster.)

Six Diamonds with one honour, whatever the strength of the hand may otherwise be.—(*The Field.*)

Six Diamonds with two honours; deemed insufficient by French players, though cards in other suits are good.—("Pontijex.")

Five Diamonds with three honours and some other assistance; five Diamonds with two honours, even Ace and King, and little or nothing else is not a declaration at all.—(*Dalton.*)

Five Diamonds with three honours.—(*Street.*)

Five Diamonds with two or three honours, whatever the strength of the hand may be in other respects.—(*The Field.*)

Five Diamonds with two honours, even without an outside trick. This also applies to the Hearts declaration.—(*Robertson.*)

Five Diamonds and two honours, if hand contains five pretty certain tricks.—("Hellepont.")

Five Diamonds with two honours, the Ace and King, warrant the declaration, but five with two lesser honours "enter into somewhat debatable territory."—("Lynx.")

Five Diamonds, including two honours and some protection in the other suits.—(*Elwell.*)

Five Diamonds with three good honours.—(*Street.*)¹

Five Diamonds, including Ace, King or King, Queen, and two honours above the Ten in Hearts.—(*Fisher Ames.*)

Four Diamonds, including four honours, with or without protection in other suits.—(*Elwell.*)

¹ Diamonds should be called by dummy on: Ace, King, Ten, and two others, with little else (which is unlikely to be doubled); or on five diamonds headed by the King, Queen, with one King and two Queens.—(*Saturday Review.*) Dummy should declare Diamonds only when holding at least six with one honour, or four honours, or when he can count five tricks in his hand.—("Templar.")

Four Diamonds.—With four Diamonds, other than four honours, Diamonds should never be declared at score of love-all.—(*"Hellespont."*)

The lightest hand on which Diamonds, or Hearts, should be declared is three certain tricks and one probable.—(*"Leigh."*)

Under the caption of "Interesting questions about fatal Diamond makes," in the New York *Sun* of March 3 and November 17, 1901, Mr. Foster gives the opinions of six writers ("Badsworth," Dunn, Foster, Keily, Melrose, Street) as to declaring Diamonds at the score of love-all on the first or last game of the rubber, and admits that they present "quite a variety of advice to select from."

THE DECLARATION OF BLACK SUITS BY THE DEALER

Score is the only excuse for a black declaration on the part of the dealer—better pass the make to the dummy.—(*Elwell.*)

Some say, never to declare a black suit at all, yet the game has been won with: Clubs, Ace, Queen, Knave, 9, 5, 4, 3 and another Ace.—(*Bergholt.*)

"John Doe" does not accept the common view that dealer should never declare a black suit.

Mr. Foster remarks that the original black makes are viewed rather favourably throughout India—that "hot-bed of Bridge players."

THE CLUBS DECLARATION

The Clubs declaration, which must be considered a defensive one, should never be made unless there is weakness in the other three suits, when, with seven including four honours, or with six and quart major, it is advisable to declare it.—("Templar.")¹

Clubs should only be declared by the dealer, with six or more, including four honours and nothing else.—(*Dalton.*)

When the score is 18 or more, and you hold a fine Clubs suit but a poor hand otherwise, declare Clubs, even when you are the dealer, for you need but three tricks to win in that suit.—(*Saturday Review.*)

"Deuce of Diamonds," some time since, transmitted to *The Field* an extract from the *Bombay Times of India*, which contains an exceedingly interesting and detailed account of his experiments into the merits of a defensive Clubs declaration made by the dealer, when holding: Hearts, 8, 4; Diamonds, 7, 3; Clubs, 10, 9, 8, 6, 4, 2; Spades, 7, 5, 2; instead of making the declaration Spades according to all the authorities. He adds: "I do not know what may be the principles adopted in English card-playing circles regarding the prophylactic declaration, but here, in India, where Bridge flourishes with the greatest vigour, we have quite cast aside the dogmas of the text-books and have developed a system of our own based on *a priori* common-sense declarations."

Clubs should always be declared by the dealer when he holds

¹ "Badsworth" in his latest volume remarks that the hands in which you hope to get three or four by-cards in Clubs are generally suggestive of No Trumps, and it so rarely happens that an original Clubs declaration with the score at love-all is judicious that ordinary social players may well regard Clubs as the last weapon of attack from that position. He adds: *I do not find it expedient to make this Clubs declaration more than once in fifty rubbers.*

five or six with four honours and cannot make any other declaration.—(“*Hellespont.*”)

When dealer holds King, Queen, Knave, and Ten of Clubs, and neither a six-card suit nor another remotely probable trick, he should declare Clubs defensively, for sake of the 32 honour score.—(Robertson.)

Clubs good to declare when holding four, all honours; or five—Ace, King, and three small; or, Queen, Knave, Ten, and two small.—(“*Lynx.*”)

THE SPADES DECLARATION

Whether an original declaration of Spades should ever be made at score of love-all has been and is still a matter of controversy among players and writers.—(“*Templar.*”)

An original Spades make is justifiable in only two cases. One is when but two points are needed for game, and the other is when you have already won the first game and have a hand without a possible trick in it. In the last-named case, to prevent your partner trying either a No Trumper or a Hearts make in which you could not aid him.—(Street.)

Declare Spades only when holding not more than four of any suit, or five small ones and no other certain tricks (*Hulme-Beaman*) or when six points are needed to win game.—(Elwell.)

Dealer should undoubtedly declare Spades at love-all when he holds a Yarborough and not more than four cards in any suit, for he could not, with such, help dummy's hand in any possible manner.—(Dunn.)

With an evenly divided hand containing nothing above a Ten, dealer should declare Spades, for he cannot win a single trick with his own cards, whatever his partner declares, and he should not expect dummy to fight his adversaries unaided.—(Steele.)

Better to lose five by-cards in Spades (10) than the odd trick in No Trumps (12). At love-all, however great your strength may be in Spades, pass rather than declare that suit.—(*Berg-holt.*)

When dealer's hand lacks the value of one certain trick—that is, a total of 7—he should declare Spades, although it naturally indicates weakness and is likely to be doubled.—(*Robert-son.*)

THE SPADES CONVENTION

In many clubs, it is now customary not to play an undoubled Spades declaration, unless maker's score is 20 or over. When either score is 20 or more, or when the make is doubled, the hand is played as usual. When the hand is not played, the maker scores the value of one trick, two points, and the honours are credited as held.

"The Spades convention has caught on in this country (England) and is becoming so universal that its objectors will soon be left in a very small minority."—(*Illustrated Sporting News.*)

DECLARATIONS BY DUMMY

It should be borne in mind that all declarations can be made by the dummy on much less strength than would be required by the dealer. The dummy must value the honour score, but the dealer need not, for his game should be an attacking one.—(*Saturday Review.*)

The dummy should naturally regard dealer's hand as probably stronger in black than in red—his passing being tacit admission that he is weak in the red suits.—(*Steele.*)

In an original declaration, you look at your cards first, then at the score; at passed hand, the reverse.—(*Foster.*)

The Clubs declaration should not be made by dummy unless he holds six tricks, for, if doubled, tricks are worth 8, and the game can thus be lost.—("Templar.")

Mr. Bergholt says he not long ago saw the declaration left to dummy by the dealer who stood 24 to love. The dummy (a very good player) declared Spades on the following: Hearts, Ten, 7, 6, 5; Diamonds, Knave, Ten, 9, 3; Clubs, Ten, 9, 8, 7; Spades, 5, and the declaration was indorsed by a majority of those present.

Mr. Whitfeld has given out the following: Hearts, Knave, Ten, 5; Diamonds, 8, 6; Clubs, King, Queen, 9, 8, 2; Spades, 9, 5, 3, on which dummy declared Clubs. With reference to the last-named hand, "Hellespont" says: "He must declare Spades, unless he holds only one or two small Spades and has at least five Clubs with two honours"; while Dalton remarks: "Do not be tempted to declare Clubs because you have perhaps only two little Spades and four or five Clubs without a trick outside them."

DECLARATIONS TO THE SCORE BY THE DEALER

It has very happily been said by Mr. Foster that playing to the score is a sort of thirty-third degree only open to those who have passed through all the lower grades.

Variations in the state of the score affect the game of Bridge more than they do any other card game. When dealer's score is 12 or 18, he can declare Diamonds, as he needs only two or three by-cards to win: when he holds a fairly good hand protected in all suits—without particular strength in any—he

should declare No Trumps at score of love; but at the score of 22 or 24, it would be safer to pass. Likewise, with the score at a game and 24 to love against the dealer, he should not think of making a red suit, but he should again leave it to his partner.—(*Saturday Review.*)

If the score warrants the dealer in taking a chance at a weak make, it is safer to gamble at No Trumps than at a weak red declaration, for at No Trumps the dealer has wider field for assistance, as any good suit will help him. On the rubber game, with the score very much against him, the dealer should declare No Trumps, when holding either: two Aces and a guarded Knave; two Aces, one suit being Ace, King; one Ace, a guarded King or Queen, and a King Queen suit; one Ace and two guarded suits (King or Queen); or one long-established black suit and a guarded King.—(*Elwell.*)

At the score of 2 to 4, it is practically the same as if it were love; at the score of 6, game can be won with two tricks in No Trumps, three in Hearts or four in Diamonds; at the score of 12, Diamonds are as good as Hearts to win game; at the score of 14 or 16, Hearts are as good as No Trumps to win game; at the score of 18 or 20, when good cards are held without a long suit, No Trumps should be declared. Otherwise, the long suit. At this score, clubs begin to be useful. At the score of 24, a declaration of Hearts or of Diamonds is recommended if the Ace, King, Queen, and another are held—unless the hand is otherwise bad—as a suit of four cards with tierce major is far stronger than that of five with one honour, even though it be the Ace.—("Templar.")

With score 22 to 18 against you, and holding equal strength in Hearts and Diamonds, declare latter; with scores reversed, make it Hearts. With score at 14 or over, a No Trumps hand containing five or six Hearts had better give way to the safer Hearts declaration.—("Cut-Cavendish.")

DECLARATIONS TO THE SCORE BY THE DUMMY

When the declaration is left to dummy, at the score of games-all and 24 all, he should declare his best suit, even though no better than King and three others.—(*Saturday Review.*)

When the opponents have scored 6 or more, if dummy is not reasonably certain of six tricks in his hand with any other declaration than Spades, he should declare latter. If his opponents are 24, and it is the deciding game of the rubber at a low score, he should make the same light No Trumps as would the dealer. But if, again, in last game of rubber, both sides stand at 24, he should, for want of a No Trumps hand, declare his longest suit, whatever that may be.—("Templar.")

DECLARATIONS FOR DEALER AT THE SCORE OF LOVE-ALL

HEARTS.	DIAMONDS.	CLUBS.	SPADES.	DECLARATION.
Ace.	Kg., 9, 6. 8, 5, 3.	A., Kg., Qu., 10, 9, 7, 5. A., Kg., Qu., 9, 7, 5, 4.	9, 2. 10.	No Trumps. No Trumps.
A., 7,				Saturday Review (a gamble, as leader may have a strong Diamonds or Spades suit, but it wins four times out of five).
				"Hellespont."
A., 8.	Qu., 10, 9.	A., Kg., Kv.	Kg., 8, 7, 6, 2.	No Trumps.
A., 6, 5.	Qu., 9, 3.	Kg., 8, 4.	Kv., 10, 7, 2.	No Trumps.
Kg., 8.	Kv., 6, 4.	A. Qu., 9, 8, 5.	Kg., Kv., 3.	No Trumps.
				Saturday Review (good declaration by dealer, but risky on passed make, as red suits are weak).
				Vanity Fair (Queen of Hearts should be led).
Qu., Kv., 5.	9, 7, 6, 3.	A., Kg., 2.	Kg., Qu., 4.	No Trumps.
Qu., 10, 2.	A., 8, 6, 2.	Kg., 9, 3.	A., Kv., 4.	No Trumps.
Kv., 9, 6.	Kv., 8.	A., Kg., 10, 8, 2.	A., Qu., 10.	No Trumps.
5, 4, 2.	Kg., Kv., 10, 6.	9, 2.	A., Kg., Qu., 10.	No Trumps.
Qu., 10, 2.	A., 8, 6, 2.	Kg., 9, 3.	A., Kv., 4.	No Trumps.
A., Kg., 10, 4, 3.	Kv., 9, 4.	7, 6.	Kg., 10, 8.	Hearts.
Kg., Qu., 10, 7.	A., 8, 6.	A., 5.	10, 9, 4, 2.	Hearts.
A., Kg., Kv., 10.	A., Kg., Kv., 9, 6, 5.	Qu., Kv.	Kg.	Hearts.
				Vanity Fair.

DECLARATIONS FOR DEALER AT LOVE-ALL 41

H.EARTS.	DIAMONDS.	CLUBS.	SPADES.	DECLARATION.
A., Kg., Qu., 9, 4.	A., Kg., Qu., 8	Qu..	A., Qu., 2.	Hearts. <i>Foster</i> (No Trumps would be unsafe; Clubs could win the odd trick). <i>Hulme-Beaman.</i>
A., Kv., three small.	Kg., one small.	Three small. Qu., Kv., 8. A., 10, 3. 9.	A., two small. Kg., Qu., 9. A., 7, 6. 10, 8, 3. Kg., 6. Qu., Kv., 8. A., 10, 3.	Hearts. “ <i>Badsorth.</i> ” <i>Robertson and Wollaston.</i> “ <i>Cut-Cavendish.</i> ” “ <i>Badsorth</i> ” (without any hesitation). “ <i>Hellespont.</i> ” <i>Vanity Fair</i> (at any state of the score).
Qu., Kv., 9, 8.	A., Kv., 10, 7, 4.	A., 10, 3. 9.	Kg., Qu., 9.	Hearts.
Kg., Kv., 7, 6, 2.	10, 8, 3.	A., Kv., 4.	Hearts.	Hearts.
Qu., Kv., 9, 8.	A., 10, 3.	Kg., Qu., 9.	Hearts.	Hearts.
9, 8, 6, 5, 4, 2.	A., Qu., 2.	A., Kg.	Hearts.	Hearts.
9, 8, 7, 5, 3, 2.	A., 2.	10.	10, 7, 4, 3.	Hearts.
Qu., Kv., 9, 5, 4.	Kg., Qu., 2.	A., 6, 3.	4, 2.	Hearts.
A., Qu., 8, 7, 4.	Kg., 9, 3.	Kg., Qu., 9, 7.	4.	Hearts.
Kg., Qu.	Kg., Qu., Kv., 9, 8,	Qu., 10, 8.	Kg., 9, 8.	Diamonds.
Qu., Kv., 4.	A., Qu., Kv., 10.	Kg., 10, 2.	7, 5, 2.	Diamonds.
Kg., 9, 3.	A., Kv., 10, 8, 4, 3.	Kg., Qu., 2.	6.	Diamonds.
Kv., 9, 5, 2.	10, 6, 5.	10, 9, 7, 6, 5, 2.	none.	Spades (not Clubs).

DEFENSIVE OR PROTECTIVE DECLARATIONS FOR THE DEALER

HEARTS.	DIAMONDS.	CLUBS.	SPADES.	DECLARA-TION.
9, 7, 5, 3, 2.	10, 9, 5, 3.	8, 7, 2.	8.	Hearts, "Also declare Diamonds if the Queen and Knave are in other suits, each being well guarded (there still being five Diamonds)." "With the same hand, except that the suits are changed, likewise declare the suit containing five cards." "With King and Ten, in place of Queen and Knave, follow the same rule."
9 7, 3.	Qu., Kv., 9, 5, 3.	8, 7, 2.	8, 6.	Diamonds, ("Or declare any five-card suit with an honour." "In these last two hands, if the Hearts and Diamonds be inter- changed, follow the same rule." "With hands of similar strength to the last, declare the longest suit, unless the next best suit has one card less and contains three honours." "When the blank suit is in Diamonds, instead of in Hearts, follow, approximately, the same rule."
9, 7, 3, 2.	Kv., 5, 3, 2. 10, 9, 5, 3.	Qu., 9, 8, 7, 2. 8, 7, 5, 2.	9, 7, 5. 8.	Clubs. Clubs.
none.	Kg., 9, 7, 3. 9, 5, 3, 2.	Qu., Kv., 5, 2. 9, 8, 7, 2.	9, 8, 6, 5, 3. Qu., Kv., 7, 5.	Spades. Spades.
9.	10, 9, 3.	8, 7, 5, 2.	8, 6, 3.	Spades.

This table is made up from an article of Mr. Whitfeld, Cards Editor of *The Field*, wherein he gives a résumé of the hands which he recommends the dealer to declare and which, he says, practically cover all declarations of a defensive (weak) character.

DUMMY AT DIFFERENT SCORES

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DECLARATIONS FOR DUMMY AT DIFFERENT SCORES¹

HEARTS.	DIAMONDS.	CLUBS.	SPADES.	SCORE.	DECLARA-TION.
A., Qu., 9, 8, 3. 9, 8.	Ace. A., Kv., 10, 3. 8.	A., Kg., 8, 2. A., Qu., 8. A., 10, 5, 3. none.	Kg., 5, 3. A., Qu., 6, 2. A., Kg., Qu., 6. Qu., 10, 2. 8, 4.	20 to 22. At any stage. 1 game and 24 to 10. At any stage. At any stage.	No Trumps. <i>The Field.</i> No Trumps. <i>The Field.</i> <i>Bergholt.</i> <i>The Field.</i> <i>The Field.</i>
Kv., 10, 6, 5. A., Kg., Kv., 5, 2. Qu., Kv., 10, 7, 3. 5.	A., Kg., Kv., 9, 8. 5, 4, 2. Kg., Kv., 10, 9, 4. Kg., Kv., 8, 6, 4.	Qu., Kv., 2. 9, 5. Kg., 10, 8. 10.	10, 9, 7, 6, 4. 5. A., 7, 5. Queen.	4 to 24. love to 12. At any stage. 18 to 16.	Diamonds. <i>The Field.</i> Diamonds. <i>The Field.</i> Diamonds. <i>The Field.</i> Diamonds. <i>Vanity Fair.</i>
8, 7, 4, 3. A., Kv.	Kg., Qu., Kv., 10, 8, 7, 5. A., Kg., Kv., 10, 2. King.	A., Qu., Kv., 8, 6. Kv., 10, 6. 9, 5, 3. A., Kg., 3, 2.	A., Kg., Qu., Kv., 8, 6. 9, 7, 5. 9, 6. Qu., 2.	18 to love. 20 to love. 24 to love. 28 to love.	Diamonds. <i>Foster.</i> Diamonds. <i>The Field.</i> Clubs. <i>The Field.</i> Clubs. <i>The Field.</i>
A., Kg., 8. A., Kg., 6, 2.	A., Kg., 7, 4. 6, 4, 3, 2.	6, 4, 3, 2. A., Kv., 9, 5. Qu., 7, 5, 2. Qu., 6, 4. 2.	A., Kg., 3, 2. Qu., 7, 3, 2. Kg., 7, 4, 3. A., 9, 8, 3. Qu., 6.	24 to 16. love to 20. At any stage.	Clubs. <i>The Field.</i> Clubs. <i>The Field.</i> Clubs. <i>The Field.</i>
Qu., 8, 7, 3. 9, 2.	8, 5, 3. 10, 8, 6, 2.	Kv., 9, 8, 6, 5, 4, 2. Kv., 9, 7, 6, 3. A., Qu., 8, 7, 6. 10, 7, 6.	Queen. 5, 3. Qu., 8, 5. A., 4, 2.	At any stage. At any stage. 4 to game and 12. 28 to love.	Clubs. <i>The Field.</i> Clubs. <i>The Field.</i> Spades. <i>The Field.</i> Spades. <i>The Field.</i>
Kg., 10, 5. 9, 7, 6, 5. Kg., 8, 7, 6.	Kg., Kv., 5, 3. Kg., Kv., 2. 9, 8.	A., Kv., 3. A., 5.	Kv., 10, 8, 7, 5.	At any stage.	

¹ Dealer's score is always named first.

DECLARATIONS FOR DUMMY AT THE SCORE OF LOVE-ALL

HEARTS.	DIAMONDS.	CLUBS.	SPADES.	DECLARATION.
Qu., 5, 3, 2. Ace.	A., Kg., 9, 6, 3. A., Kv., 9, 4, 3. Kg., Kv., 10, 8. A., Kg., 10, 5. A., Kg., Kv., 3. Kg., Qu., Kv., 3. 10, 9, 8, 6, 5, 2. Qu., 10, 9, 7, 4, 3, 2.	2. 2. 9. Kv., 10. A., Kv., 4, 2. Kg., Qu., 10, 4. A. and small one.	A., Kg., 2. Qu., 6, 5, 3, 2. A., Qu., Kv., 8, 6. 8, 7, 2. Qu., 7, 4. A., 10.	The Field. "Hellespont." The Field. "Lennard Leigh." "Hellespont," "Templar," "Vanity Fair." (Not No Trumps.) The Field. "Templar." The Field. "Hellespont." Bergholt. "Templar," (Dealer should make it No Trumps.)
Kv., 9, 6, 3, 2. Kv., 3, 2. Qu., 7, 6. Queen. A., Kv. Kg., 4.	A., Qu., 3. Kg., Qu., Kv. Kg., 7, 6, 4, 3. Qu., Kv., 7, 4, 2. Qu., 9, 7, 3. Qu., 3, 2.	Qu., 9. Kg., Qu., 5. A., Kv., 8. A., 10, 9. A., Kg., Qu., 3, 2.	Kg., 3, 2. Kv., 7, 2. 10, 7, 6, 5. Qu., 8, 5, 4. Kg., 9, 7.	Hearts. Diamonds. Diamonds. Diamonds. Clubs.
Kg., Kv., 8, 2. Kg., Qu., 8. Kg., 4. 9, 7, 4. 10, 7. A., Kg., 4, 3. Kg., Qu., 7, 5, 4.	9, 8, 3. Kg., 4. 6, 4, 2. 8, 3. Qu., 6, 5. Kv., 6, 3.	Kg., 10, 7, 6. A., 9, 8, 4, 2. Kg., Qu., 4, 3, 2. Kg., Qu., 9, 6, 2. Kg., 9, 7, 6, 3. Kv., 4, 2. Kv., 5, 2.	Kg., 4. Kv., 7, 5. Kg., 7. Qu., 7. 10, 9, 7. Kg., 4.	Clubs. Clubs. Clubs. Clubs. Spades. Spades.
Kv., 10, 8, 5, 4. Kv., 7, 3. A., Qu., 8, 3.	10, 6, 5, 4, 2. Qu., Kv., 3.	Qu., 7. Qu., 9, 8. Qu., Kv., 10.	10, 9, 5, 3. Kg., 3. Qu., Kv., 2.	Spades. Spades. Spades.
9, 8, 6, 5, 3. 10, 8, 6, 4. Qu., Kv., 2. A., Kv., 10. 10, 7, 6, 5. Kg., Kv., 8, 2. Kg., 5, 4, 3. Kv., 10, 6, 3, 2.	Kg., 6. Qu., 5, 3, 2. A., Kv., 8, 4, 3. Qu., 10, 6, 3. Kv., 10, 9, 3. Qu., 8, 3. A., Kg., 5, 4, 3. 9, 5, 3.	Qu., 8, 3. Kg., 6. 6, 4. 5. Kg., 4. Qu., 6. Kv., 10, 9.	Spades. Spades. Spades. Spades. Spades. Spades. Spades.	The Field. Dalton. "Templar." The Field. "Hellespont." "Templar," Sporting News.

DECLARATIONS IN THE THIRD GAME OF RUBBER¹

HEARTS.	DIAMONDS.	CLUBS.	SPADES.	SCORE.	DECLARATION.	
None.	A., Qu.	A., Kv., 9, 7, 3.	Kv., 10, 7, 6, 3, 2.	love to 24.	Dealer declares	No Trumps.
A., Kg., 10, 9.	9.	A., Kg., Qu., 10, 9, 7, 5.	7.	love-all.	Dealer declares	<i>The People.</i>
A., Qu., 10, 2.	10, 9.	A., Kv., 10, 4.	A., 9, 3.	love-all.	Dealer declares	<i>Vanity Fair.</i>
Kg., Qu., 3.	A., 10, 9, 4.	Kv., 7, 6, 3.	A., 5.	24 to 28.	Dummy declares	No Trumps.
Kg., Qu., 6.	Kv., 7, 6, 2.	8, 7.	A., Kg., Qu., 2.	24 to 12.	Dummy declares	No Trumps.
Qu., Kv., 6, 5.	9.	Kg., 5, 3.	A., Kg., 9, 3, 2.	love to 24.	Dummy declares	No Trumps.
10, 9, 8, 7, 2.	A., Kg., Qu., 7, 5.	Qu., 3.	Queen.	24 to 20.	Dealer declares	<i>The Field.</i>
A., Kg., Qu., 9.	8, 6.	Kg., 7, 6.	7, 5, 4, 3.	26 to 4.	Dummy declares	Hearts.
A., Qu., 9, 4.	Kv., 8, 3.	7, 2.	Kg., Qu., 9, 7.	love to 24.	Dummy declares	Hearts.
A., Kg., Kv., 7.	A., 9, 8, 7, 4.	10, 6.	Kg., 7.	28 to 24.	Dealer declares	<i>Foster.</i>
Kg., 10, 9.	8.	Kg., Qu., Kv., 9, 5.	Kg., Qu., 9, 4.	love-all.	Dummy declares	Diamonds.
8, 7, 6, 2.	7, 3.	Kg., Qu., 10, 3.	A., Kv., 2.	26 to 22.	Dummy declares	Clubs.
Kv., 10, 7, 4, 3.	Kg., Qu.	7.	A., Kg., Qu., 10, 7.	love to 28.	Dummy declares	Spades.

¹ Dealer's score is always given first.

DOUBLING AND REDOUBLING

Mr. Dalton justly points out that doubling at Bridge is always attended by two grave dangers: (1) the adversaries have, naturally, the option of redoubling, and (2) doubling a suit declaration, in particular, affords enormous assistance to the dealer by indicating to him where the strength in trumps lies—just what he wants to know and what the opponents should conceal by every means in their power.

One rule governs all doubles, and that is that the doubler's partner is to subordinate his hand to that of the doubler, either without trumps or when a trump suit has been declared.—("Hellespont.")

DOUBLING NO TRUMPS AS LEADER

As leader, you double No Trumps with at least seven certain tricks, and not otherwise.—("Ace of Spades.")

If leader has seven certain or extremely probable tricks, he should, naturally, always double. . . . When leader doubles No Trumps on a long suit and is redoubled by the declarer, he should not, of course, again redouble except on an absolute certainty, as, even if he holds eight headed by Ace, King, and Queen, the remaining five cards of same suit may be held by one player. In a recent game the leader is reported to have held: Hearts, none; Diamonds, Ace, Queen, Knave, Ten, 9; Clubs, Ace; Spades, Ace, Queen, Knave, Ten, 5, 4, 2. Dealer made it No Trumps, and the leader doubled; but as the dealer and dummy held both the King of Diamonds and the King of

Spades, they won with their Hearts and Clubs. It was a bad double, although made in accordance with the prevailing rules.
—(*Saturday Review.*)

To double No Trumps, you should hold six sure tricks and a probable seventh.—(*Foster and Steele.*)

You should never redouble No Trumps unless you can make sure of seven tricks in your own hand, whatever is led.—("Pontifex.")

An instance is cited where the dealer happening to hold the Ace, King, Queen of all three suits—Hearts, Diamonds, and Clubs—besides the Ten and three other Spades, declared No Trumps and was doubled by the leader, who held Ace, King, Queen, Knave, and four other Spades and won the game.—("Templar.")

Doubling No Trumps should generally be done by leader, if holding either: (1) Ace, King, Queen, and three others in a suit; or (2) Ace, King, and four others in a suit, besides another Ace; or (3) King, Queen, and four others in a suit with another Ace, although the last-named combination is a risky one.¹—(*Dunn.*)

Two declarations mentioned in the *Saturday Review*, which were redoubled to a maximum of 100 points, are worth recording here:

(1) Dealer declared Hearts on: Hearts, 9, 8, 7, 6, 5, 4, 3, 2; Diamonds, none; Clubs, Ace, King, Queen, 7, 2; Spades, none. Leader held: Hearts, Ace, King, Queen, Knave, Ten; Diamonds, Ace, King, 7; Clubs, Ten, 9; Spades, Ace, King, Knave. Dealer won by two cards, the leader having made only his five trumps.

(2) Dealer declared No Trumps on: Hearts, Ace; Diamonds, King, 6; Clubs, Knave, 7, 5, 2; Spades, Ace, King, Queen,

¹ Speaking of so-called risky—very risky—combinations, one is reminded of the rule of the Western player who would "always double on the slightest provocation and one Ace"!

Knave, 4, 2. The leader who held: Clubs, Ace, King, Queen, and four others, besides Diamonds, Ace, and Queen, played his three winning Clubs and then another one, hoping to get in his Ace of Diamonds; but he never had the chance and lost four by cards = 400 points. Dummy had the two winning Hearts as well as the Ten and a small Spade.

DOUBLING NO TRUMPS AS THIRD PLAYER

So many opinions prevail concerning the justifiable double of No Trumps by third hand that it is difficult to make a satisfactory *r  sum  * of them. It may briefly be said, however, that it is generally considered safe for third player to double a No Trumps declaration when holding a well-established suit of seven and of even six cards.

One authority deems it advisable for third player to double No Trumps when reasonably sure of making six tricks—as he well might with either one of such given hands as Ace, King, Queen, Knave, and two others, or Ace, King, Queen, and three others; even without holding another card with which to secure lead, and whether he be a believer in either the Hearts Convention or in the Short (Weak) Suit Convention. If he believes in the latter, he naturally counts upon his own longest suit proving to be the short one of his partner. In England, it is customary, when third player doubles a No Trumps call, for leader to at once play the best card of his shortest suit—unless he holds the Ace of another suit, when he should first play the latter.

In the “Elementary Bridge Conventions” adopted by the Blenheim Club, London, which are, by permission, reproduced herein at page 81, it will be seen that “when third hand has doubled a No Trumps declaration, first hand leads the top of his shortest weak suit.”

You should always, on principle, lead to your partner's double the top card of your weakest suit.—("Ace of Spades.")

When third hand doubles No Trumps, the leader should play his shortest suit—but not one headed by Ace, King, or Queen, and preferably a red to a black suit.—("Dunn.")

To a double at No Trumps, Captain H. M. Beasley leads the highest card from his weakest suit and he says he prefers this to the Hearts Convention. So does Mr. Archibald Dunn.

In the United States, however, where there are more believers in the Hearts Convention, whenever the third player doubles a No Trumps call it is understood that his partner will at once lead his Hearts from the highest downward, whatever number he may hold. The last-named Convention enables leader thus to throw the lead into hands of third player who would not have doubled unless overwhelmingly strong in Hearts, or holding the Ace of Hearts besides five or six certain tricks in other suits.

"Slam," a strong advocate of the Hearts Convention, says that the third hand can always double with absolute safety upon an established suit and the Ace of Hearts. Then again, he can double upon a long suit of Hearts although holding neither the Ace nor the King, provided he is well protected in all the other suits.

Having no Hearts, lead your best suit.—(Street.)

When leader holds an Ace, King, or an Ace, King, Queen suit, he should first lead the King and then the high Heart.—(Elwell.)

In treating of the respective chances of the double of a No Trumps call as third player, under the Hearts Convention and the Short Suit Convention, Mr. R. H. Cunningham maintains that the Short Suit Convention is the better, contrary to the theory that when a player doubles it is two to one against the desired suit being led. He believes it works out like four to one on it, in lieu of odds against it, and he asserts that playing

the Short Suit Convention, third hand should not double unless he has the Ace, King, Queen, and four others at least of a suit. Partner, says he, will be guided in the choice of suits by knowing that no suit in which he holds Ace, King, or Queen is the right one.¹

It is not too much to trust that in the fulness of time, the weakest suit lead will be altogether abandoned and that the Hearts Convention will win the day along the line.—("Lynx.")

The short suit doublers object in principle to the Hearts lead as a purely arbitrary convention, cramping the game by preventing third player from doubling except when he has strength in that particular suit. The Hearts doublers, on the other hand, contend that if they cannot double No Trumps so often, at least they do so, when opportunity arrives, with greater certainty of success. In the opinion of the writer, the Hearts Convention is the more profitable one to employ; nothing in it is left to chance. The one and only danger incurred by the doubler is that his partner may have no Heart or Hearts to give him.—(Dunn.)

The following is not a hand on which the leader's partner should double a No Trumps make under the Short Suit Convention, but under the Hearts Convention he would be justified doing so, viz.: Hearts, King, Queen, Knave, 9, 6, 3; Diamonds, Ten, 9, 8; Clubs, 9; Spades, King, 7, 6.—(*Sporting News.*)

Following is a curious case, given by the *Saturday Review*: Dealer declared No Trumps and was doubled by the third hand. The leader who held: Hearts, 6; Diamonds, Queen, 6, 4, 2; Clubs, 9, 8, 7; Spades, Knave, 8, 6, 5, 2, was naturally going

¹ The degrading Hearts Convention—which was purely arbitrary, rested on no reason, and might as well have been changed any day for a Diamond, Club, or Spade Convention—is, I hope, finally and completely discredited. It took its rise among the Levantine and Constantinople players, but as the reason for its origin has long ceased to exist among English players, the Convention alone survives, lifeless and indefensible.—("Ace of Spades.")

to lead his 6 of Hearts, but the dummy redoubled and he guessed that his partner must have either Hearts or Clubs, presumably Hearts, although the dummy would never have redoubled without likewise possessing some strength in Hearts. He led the nine of Clubs and he was right. His partner had seven Clubs with the quart major and they won the game.

In answer to the inquiry of a correspondent as to which card should properly be led from 10, 7, 5, 2 of Hearts when the leader's partner (the third hand) has doubled No Trumps declared by dealer under the Hearts Convention, "Bascule" shows why the lead of neither the 2 nor of the intermediate cards would be advisable, and he well explains the reason for always preferably adhering to the accepted rule of leading the *highest Heart*. In the above-named instance it turned out that dummy held the 6, the third player, Ace, King, Queen, 4, 3, and the dealer, Knave, 9, 8.

DOUBLING A SUIT DECLARATION

In case you double, are redoubled, and think of redoubling again, you must expect to find your partner without one trick. Double freely to the score, warily otherwise. In order to double either Hearts, Diamonds, or Clubs, you should see five and possibly six tricks, and to double Spades, you should see four and possibly five tricks, in your hand. Spades is the only suit that can be doubled without trump strength.—(Steele.)

You should, however, when holding only two or three Spades, have great strength in the other suits, especially at the score of love-all. It is hardly necessary to say that, with the score of 24 against you, you will not chance doubling Spades, any more than you would make a risky Hearts or Diamonds declaration, when the loss of a point would give the game to your adversaries.

In order to double: In Hearts or Diamonds—you should see five sure tricks and a probable sixth, three of the tricks being trumps. In Clubs—you should see five tricks and a probable sixth, at least two being trumps. In Spades—you should see four tricks and a probable fifth, one at least being trumps.—(*Foster.*)

Unless a player, seemingly, has six very probable tricks in his hand (with a minimum of four trumps and two high honours) he should not double even black suit trumps.—("Helle-pont.")

Four trumps with two honours, or five with one honour, are the minimum trump strength on which you should double.—("Pontifex.")

It may be added that when your partner doubles Hearts, Diamonds, or Clubs and plays *after* the declarer, you ought to lead him your highest trump, for he will then have the advantage of playing over his adversary's trump strength. If, however, your partner plays *before*, you should lead him your best suit. When your partner doubles Spades, hold the first trick, if you can, till dummy's hand is exposed and suggests your further leads.

If, after a pass, your partner has doubled in anything but No Trumps, lead him a trump, as has been said later on, for you lead up to positive strength.—(*Hulme-Beaman.*)

As Hearts and Diamonds are not generally declared unless the declarer either holds five of the suit or has a hand which, one way or other, contains five probable tricks, it is for that reason necessary, in order to double a red suit, that the doubler should have a hand distinctly better than this. His hand should contain at least six probable tricks.—(*Badminton Magazine* and "Templar.")

Mr. Elwell says that a player should hold in his hand: to double Spades, four tricks and a possible fifth; to double Hearts,

Diamonds, or Clubs, five tricks and a possible sixth; and to double No Trumps, six tricks and a possible seventh—Spades, as is well known, being the only suit that can be doubled when weak in trumps. If Hearts, Diamonds, or Clubs have been doubled and dummy is the maker, it is well to lead trumps when you hold no short suit and cannot thus use trumps for ruffing, but if the dealer is the maker, it is inadvisable to lead trumps. When leading trumps, lead always the top of two or three and the lowest of four.

Dummy should redouble when an original red suit make is doubled, provided he can see three tricks in his hand, say, for example, the Ace of one suit and the Ace, King of another, as it is evident that the trump suit is divided between the dealer and the leader, and that the three tricks of dummy can easily turn the scale.

“Lennard Leigh” quotes the following very interesting situation, reproduced from the *New York Herald*, to illustrate how excessive trump strength may prove a very disastrous snare. Leader held: Hearts, Ace, 9, 8, 7, 6, 5, 4, 2; Diamonds, 6; Clubs, Knave, Ten, 8; Spades, 4, and doubled Hearts with score 10 to 0. The dealer held: Hearts, King, Queen, Knave, Ten; Diamonds, Ace, Ten; Clubs, Ace, King, Queen, 4; Spades, Ten, 7, 2, and took seven tricks with his own hand while dummy captured another with the Ace of Spades.

THE LEADS AT BRIDGE

THE FIRST—ORIGINAL—OPENING—LEAD

We have now come to what is considered by some the most difficult feature or problem in Bridge, in fact of greater importance than the declaration—that is, the original lead before the dummy's hand has been laid upon the table.

The very able successor of the late lamented "Cavendish," on the staff of *The Field*, Mr. W. H. Whitfeld, has truly said that no part of the game, perhaps, gives rise to more controversy than does the initial lead, and that there certainly is no question on which more decided and more diverse expressions of opinion are maintained. Having regard to the conflicting views of different schools, he was loath to express himself definitely, but, nevertheless, he finally went into the matter very fully; and, up to the present time, no other writer has enunciated sounder views on the subject than those contained in his long series of newspaper articles first published during the year 1902.

He therein states that there are two parts to the question of the best suit to lead from—the lead from a short suit as compared with the lead from a long one, and the lead from a suit weak in high cards as compared with the lead from a suit strong in high cards. He illustrates the extent to which a short suit lead is likely to lose tricks, shows what is to be gained by leading from a two-card suit, compares the lead from a worthless long suit with the lead from one containing the King,¹

¹ When the player leads from the King, in thirteen cases out of a hundred he will be unable to take the trick, in forty-three cases he will take one trick, in twenty-eight cases two tricks, and in sixteen cases three tricks.

considers the lead from a long suit containing the Queen, and gives *the principal positions in which the lead from the Queen may lose a trick*, detailing also the number of times that the player can either make tricks in the suit or force out a trump. The result, he says, so far as regards the lead of a small card from a long suit is that it is generally immaterial what the holding in the suit may be, with one exception, and this is that the lead from an unsupported Queen is to be avoided. Those cases in which a high card is led from a sequence are advantageous, with the possible exception of the lead from King, Knave, Ten.

With regard to the treatment of suits headed by the Ace, the conclusion is reached that in opening a suit of four or more cards, the Ace should be led first, as a general rule, when a red suit has been declared trumps. A possible exception is when the leader holds both Ace and Knave. The advantage of leading the Ace, as regards the purpose of retaining the lead for next trick, is deemed very small and practically negligible: the lead of the suit must, as a rule, stand on its merits in other respects.

Mr. Whitfeld's series of articles is brought to an end with the special consideration of leads from two high cards in sequence, also from a high card accompanied by a card not in sequence with it, and the whole is thus summed up: "The only definite opinion that can be given is that leads from Ace, Queen, Knave and from Ace, Knave are bad and should be avoided, and that sequence leads, whether from Ace, King, or from King, Queen; or, Queen, Knave, Ten, in a long suit; or, King, Queen or Queen, Knave, in a suit of two cards, are sound and should be chosen if the player holds such, and that a singleton lead is often the best against a red declaration . . . the leads from a long suit are, as a rule, better than the leads from a suit of two cards . . . leads from a suit of three cards should be avoided . . . a suit of two should only be led when it consists of a sequence to the King or Queen."

There is in reality very little to guide the leader between a Suit and a No Trumps declaration. At No Trumps it is the generally accepted rule that, whether the declaration be made by dealer or dummy, the opening lead should invariably be from one's *numerically strongest suit*, whatever it is composed of—whether consisting of tenaces or containing no high cards—in order to give partner all information possible and to win tricks by the aid of such re-entry cards as may be held. In a suit make, however, trump strength is shown by the declarer, and it would be useless for his adversaries to attempt establishing any long suit. They must endeavour to win the needed tricks before their small trumps are captured or before dealer is able to throw away his small cards. The writer in *London Saturday Review*, who thus expresses himself (and whose anonymity we have been asked to maintain), gives it as his opinion that: (1) the best of all the original leads against a strong suit make is a singleton, provided leader has two or three small trumps, and even when holding Ace, King, and others of a suit;¹ (2) for want of a singleton, lead should be the highest of any sequence; (3) when dummy declares a suit, it is well to lead a trump, unless strong in the suit; should dummy's declaration be either Diamonds, Clubs, or Spades, the Hearts suit is safe to open with, especially if leader himself is weak in that suit, for leader's partner is likely to have it; (4) when third hand doubles suit declaration made by dummy, the highest trump should always be led; double is virtually the old Whist call for trumps,²

¹ The old Whist objection to the singleton lead, which was not oversound even in the days of the cast-iron Cavendishians, has no applicability at all to the changed conditions of Bridge.—("Ace of Spades.")

In the words of *The Asian*, "Hellespont" sums up dead against the long-suit lead. After King leads from Ace, King, etc., he places the singleton as the most profitable.

² There is no exception to this rule. Nor is there, in reason, any ground for the distinction made by some players between the proper doubling of Spades or of other suits.—("Ace of Spades.")

but when third hand doubles suit declaration made by dealer, no trump should, of course, be led, as the declarer is now lying over the doubler.

Against a No Trumps declaration, the very detailed lists of recognised original leads from high-card combinations, given elsewhere, embrace all such as are approved by the majority of the best players in the London Clubs at the present time. One of the most acceptable summaries of the rules for such, as made by "Ace of Spades," shows that it is well to lead Ace or Ace, King, if by so doing one's long suit is likely to be cleared, but that it is unwise to do so without re-entry cards and less than seven. This author advises leads, preferably of the middle honour, when holding three, third-best from other holdings, in all cases from numerically strongest suit, and lowest from latter when it consists of four only, unless it contains three honours.

The play of second hand by dealer, whether from dummy's hand or his own hand, depends so much upon the cards held in the combined hands that it is hardly necessary, even were it possible, to lay down rules covering it. Generally speaking, he must, of course, utilize his strength to best advantage. With a fourchette of almost any cards, he should cover the card led. With any three honours in sequence, he should play one of them on a lower card led; false card'ng from his own hand. So with two honours in sequence and but one low card. With King and one low in dummy, King should generally be played on a low card led. With Ace and low in dummy, at No Trumps, if dealer wishes to lead from dummy and does not expect any more tricks in the suit led, he should generally play the Ace at once.

For the dealer's adversaries, the play of second hand is more difficult. "It is often a source of perplexity, particularly where there are no trumps."—"Pontifex." "It is a subject of the greatest complexity. We don't, therefore, propose to enter

into all its multifarious details."—(*Atchison and Lindsell.*) Mr. Whitfeld thus sums it up: "Cover an unsupported honour led from dummy, if holding three or less of the suit and also when holding a fourchette or a second card as high as the Ten. In other cases, pass. An exception may be made when dummy's card is a singleton, since then dummy cannot go on with the suit and the next lead must come from the dealer." If dummy leads, second hand's play will naturally depend considerably on the cards shown in dummy's hand; likewise, of course, if lead comes from dealer. If, on the dealer's lead, second hand holds a singly guarded honour, or high card (not the Ace) which is better than any card in dummy, he should play it. With a fourchette, or two or more honours in sequence, he should cover any card led. The play of dealer's left-hand adversary is well shown in the accompanying tables, made up, by permission of Messrs. Thos. De La Rue & Co., from "Hellespont's" last work:

PLAY OF DEALER'S LEFT-HAND ADVERSARY AT NO TRUMPS

DEALER PLAYS	IF DUMMY HOLDS	IF LEADER HOLDS	
Queen	Ace, Kv., 8, 5, 3. (<i>Note 1</i>)	Kg., 9, 7, 2	You should cover. Suit can later be stopped with your nine and it is possible dealer's Queen may be single, thus making your partner's ten good on third round.
	Kg. and others	Ace, Kv., xx	Don't cover unless you want the lead, but win the trick if you have only one small one.
	Ace, 9, 7, 3 Ace, 9, x	Kg., 8, x Kg., 8, x	You should pass. You should pass, and pass the Knave as well, if dealer follows with it, when dummy has declared No Trumps.
Knave	Ace, Qu., 10, xx. (<i>Note 2</i>)	Kg., xx	Useless to cover Knave. If dealer has another to lead, your partner could

DEALER PLAYS	IF DUMMY HOLDS	IF LEADER HOLDS	
Knave	Ace, Qu., xxx	Kg., x	have held only three originally. If he has not another, dummy must take the trick.
		Kg., 10, x	Better to cover, as your partner might hold the nine trebly guarded.
		Kg., xx	Cover the Knave led as it makes your ten good, unless dealer finesses through you a second time.
	Ace, 10, 9, 4. (Note 3)	Kg., x	Cover the Knave as your partner may hold ten xx. If the ten happens to be with leader, King is useless anyhow. Always cover Knave led.
		Kg., or Qu., and xx	N. B. Always cover in any position when you hold a fourchette over card led, even with small cards. When dummy is strong, especially when card led by dealer is in sequence with those in dummy, you, as second hand, should generally cover. When dummy is very strong better not to cover a high card led.
		Qu., 8, x	Cover if you feel certain that dealer will finesse and that you will again be led through.
		Qu., xxx	It should be passed, but, if five or more in the dummy, you should cover.
	Ace, Kg. with two or more	Kg., 8, x	You should cover if your second card is higher than any of the small ones in dummy.
	Ace, 10, 7 and less than three small	Kg., 8, x	Best course is to cover; but, if dummy holds six or the nine also, you should pass the Knave, hoping that dealer will put on Ace, or that he holds no more.
	Ace, xxxx	Qu., 9, 6	You should cover Knave as the dealer likely holds the ten also, and possibly the King likewise.
Ten	Ace, Qu., 7, x	Kg., 8, x	You should pass, hoping that your partner may win with the Knave. Bear in mind that dealer's policy is always to mislead, by false carding.
	Kg., Kv., etc.	Ace, Qu., x	Play the Ace. Useless to play Queen unless you hold Ace, Queen, nine, when it should be put on.
	Ace, Qu., etc. (Note 4)	Kg., Kv., 9	Play Knave, but with King, Knave, x, play the lowest.
	Ace, Kv., etc.	Kg., Qu., x	Play Queen; but, if you hold two small

DEALER PLAYS	IF DUMMY HOLDS	IF LEADER HOLDS	
Ten	Kg., Qu., etc.	Ace, Kv., xx Ace, Kv., and x, or 9	ones, play lowest and your Queen to the next lead through. Same play as last—pass first round and play Ace on second. Cover the Ten with the Knave. N. B. When dealer leads through second hand to dummy, intending to finesse: if dummy is long in the suit, infer that dealer holds neither great strength nor a sequence therein—if dummy is short, assume that the suit is dealer's and that his high card is one of a sequence.

NOTE 1.—If second hand holds King and three others, dummy holding Ace and two others, he should not cover a Queen led, for it is obvious that his King must be good on fourth round.—(*Dalton.*)

NOTE 2.—With lead of Knave, dummy holding Ace, Queen, and leader holding King, if you play King on Knave, you have one chance of making good the Ten twice guarded in your partner's hand.—(*Atchison and Lindsell.*)

With dealer playing Queen or Knave, dummy holding Ace, and leader King, cover if you have only one small; if you hold more, play smallest. And, with dealer playing Knave or Ten, dummy holding Ace, King, and leader the Queen, cover with the Queen unless you hold four in suit. Otherwise, play lowest.—("Pontifex.")

NOTE 3.—When dealer leads Knave up to Ace, Ten and others in dummy, or a Ten up to Ace, Knave and others, and the second hand has King or Queen guarded, he should always cover with his high card.—(*Dalton.*)

NOTE 4.—When dealer leads Ten up to Ace, Queen and others, and the second hand holds King, Knave and another, he should play King and not Knave on first round. If he plays Knave, dummy will take it with the Queen.—(*Dalton.*)

Third hand (pone) should almost always play his highest card, whether at No Trumps or on a suit make. But if dummy holds King singly guarded, or Queen with but two guards, pone holding Ace, Knave, etc., or King, Knave, etc., Knave should be played. This is not a finesse, it is playing the lowest of a sequence. If pone holds Ace, Ten or King, Ten, dummy

holding the King singly guarded, or the Queen doubly guarded, the Ten may be finessed, as the probabilities are that the leader has the other honour, and this play gives the best chance of capturing the guarded honour in dummy. This is the play for No Trumps.

With Regard to Finessing.—Although some Eastern players insist upon never finessing against your partner, it will readily be seen that third hand should risk a finesse when a high card appears in dummy, as, for instance, finessing the Ace, Queen against partner when Knave and two others are in dummy. When, however, the Queen is seen in the dummy, it would be wrong to finesse Ace, Knave, and another, for the only chance to win is through leader holding King.—(*Dunn and Saturday Review.*)¹

The only two exceptions as to finessing against your partner are: (1) with a suit declaration, when you hold Ace and Knave of a suit, and either the King or Queen is in dummy, if your partner lead small one you should finesse Ace, Knave, chancing that partner will hold other honour; (2) at No Trumps, holding Ace, Knave or Knave, Ten, with Queen doubly guarded in dummy, you should finesse your Knave or Ten as best means to help partner to establish his suit.—(*Dalton.*)

The third hand should avoid blocking his partner's suit. A good mechanical rule for third hand is, if he holds four cards of his partner's suit and has to play low on the first round, he should play his third best, retaining his lowest until the last round.

The third hand must always throw his highest card on a partner's King led, even though it be a Queen and he hold three or four others, thus giving partner assurance that his

¹ If you hold Ace, Knave, and a small card—with King or Queen in the dummy—the play of Knave is permissible; your partner's lead practically shows one of these honours.—(*Elwell.*)

Knave will make. This is very important in *sans atout*. If the lead is from King, Queen, and Ten and the partner holds the Ace, he must take the King and return his best.—(Hulme-Beaman.)

As Regards Blocking.—Two good tables of combinations here show how it can be avoided by third hand at No Trumps:

TABLES OF COMBINATIONS TO SHOW UNBLOCKING

<i>Holding Ace and one or two others.....</i>	play	Ace on King led (unless three to the Knave or four to the Ten are in dummy), as lead of King must be from either King, Queen, Ten or King, Queen, Knave.
<i>Holding Ace and one other.....</i>	play	Ace on Queen led (unless King singly guarded is in dummy).
<i>Holding Ace and two others.....</i>	play	Ace on Queen led (unless King is in dummy), as lead of Queen must be from either Ace, Queen, Knave or Queen, Knave, Ten, etc.
<i>Holding King and one or two others....</i>	play	King on Ace or Queen led, as the lead of an Ace can only be from Ace, Queen, Knave, and others or from great length.
<i>Holding Queen and one or two others...</i>	play	Queen on King or Knave led, as, in this case, the lead of King is probably from Ace, King, Knave, and the lead of Knave is either from Ace, Knave, Ten, or from King, Knave, Ten, or from Knave, Ten, Nine.

In addition to all of the above, the following is published in "Bridge at a Glance":

<i>Holding Ace and one other.....</i>	play	Ace on Knave led	unless the Queen doubly guarded happens to be in the dummy.
<i>Holding King and one other.....</i>	play	King on Knave led	
<i>Holding Ace or King and two others.</i>	play	Ace or King on Knave led	
<i>Holding Ace and two others.....</i>	play	small on King led and Ace on the second round.	
<i>Holding King and two others.....</i>	play	small on Queen led and King on second round, whatever is led.	

<i>Holding Ace and one other.</i>	On Queen led	play	to 1st round Ace,	to 2d round	{ the other card.
<i>Holding King and one other</i>	On Ace led ..	play	" " "	King.	
<i>Holding Queen and two others.</i>	On King led ..	play	" " "	{ Second	Queen.
<i>Holding Knave and two others.....</i>	On Queen led	play	" " "	{ best.	Knave. (Dunn.)

Other illustrations of blocking and unblocking at No Trumps, taken from *Agacy*, "Hellepont," and *Steele*, are as follows:

I. Third player holds: Clubs, Queen, Knave, 2. If play is thus made:

<i>Leader</i> , Clubs, King. Clubs, Ace. Clubs, 3.	<i>Dummy</i> , Clubs, small. Diamonds, " Diamonds, "	<i>3d hand</i> , Clubs, 2. Clubs, Kv. Clubs, Qu.	<i>Dealer</i> , Clubs, small. Clubs, " Hearts, "
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There are nine Clubs out. The other four are held by dealer and the third hand has *blocked* his suit, which was seven clubs to the Ace.

By the King lead, the third hand, who had Queen, should know that partner also held the Ace and at least five small cards, else he would have led a small Club. When dummy showed only one Club, third hand should know dealer could have but two Clubs at most and he should have played his Knave on the King, Queen on the Ace, and the 2 on his partner's 3. Thus, third hand would have *unblocked* his suit and he would have made all next four tricks.

II. If partner leads King and you have only Ace and one small card, cover King with Ace and return small card. If he leads Queen and you have King and one small card, play King on Queen, then the small card if you win the trick.

III. *Holding King and one small*, play King on partner's lead of Ace.

Holding King and one small, play King on partner's lead of Queen.

Holding Ace and one small, play Ace on partner's lead of King.

Holding Queen and two small, play Queen on the second round on partner's lead of King followed by an Ace.

IV. Partner leads Hearts, King; dummy has two or three small ones; third hand has Ace and one small one. Take partner's King with Ace and lead back the small card, thus giving lead to partner, who has other Hearts to make. When dummy shows Knave and two others, do not unblock, as Knave will make.

V. If partner leads Hearts, Queen, with which he takes the

first trick, and then leads Ace, you know he has a long suit and no re-entry in the suit. Play your King on the Ace, second round, and keep your small card for the third round, so that he may retain the lead.

VI. Dealer holds Ace, King, 7, 6, 5, 2, and dummy 9, 8, 4. If dealer leads Ace and King, drawing Queen and Knave, and does not play 8 and 9 from dummy, suit is blocked.

It is scarcely necessary, from what precedes, to emphasise here the importance of mastering a knowledge of the leads which are generally accepted by reason of their having naturally proved to be most profitable. Suffice it to say that every one who desires to become proficient at Bridge, and be able to play what Mr. Melrose calls "an intelligible game" for his partner, should have all these leads at his very fingers' ends. Original tables which have been especially compiled for that purpose appear herein at pages 63-72. Some additional views of different authors on leads cannot but be interesting:

There are seven good leads against a declared trump, viz.: (1) Ace, King, alone or with others; (2) King, Queen, alone or with others; (3) Ace, with three or more small cards, but not with Queen or Knave; (4) any singleton; (5) Queen, Knave, alone or with others; (6) Knave, Ten, alone or with others; (7) any two-card suit, except King, and one low, or Ace and Queen.—(*Street.*)

Following is the order in which the choice of a suit should be made for the original lead: (1) A major sequence; (2) Ace, Queen, Knave; King, Queen, Knave; Ace, Knave; King, Queen; King, Knave, Ten; Queen, Knave, Ten; Queen, Knave; (3) Ace and small cards; (4) Knave, Ten; Ten, Nine; (5) only one card; (6) Queen and three or more small; (7) longest suit if you have no tenace of high cards or King guarded; shortest suit, if you have either or both.—("Pontifex.")

Lead any three honours, of which two are in sequence,

except Ace, King, Ten. Do not lead top of a suit of three cards headed by either King or Queen.—(Steele.)

The high-card leads from strength are: Ace, King, Queen, and Ten, the Knave being always the top of nothing. Avoid any suit in which you have the Ace but not the King, because the Ace is by many people deemed valuable after the exposure of dummy's hand. But if your leading suit is headed by Ace, always lead Ace absolutely.—(Foster.)

With regard to the play of the pone at No Trumps, it must be pointed out as of supreme importance—in fact, a golden rule, a fundamental maxim—that he should always at once return the original lead with his highest card.

Mr. Agacy justly says that the following well-known Whist Conventions should always be observed: (1) When your partner leads a suit and you first return it, if only two cards of that suit remain in your hand, you should play the higher of those two; but, if you have remaining more than two cards, you should return him the lowest: *the higher of two, lowest of three or more.* (2) If you lead from a suit of three or less, the head of which is lower than a Queen (e. g., a Knave), *you must lead the highest.* (From a suit of two, you always lead the higher, even if the head is an Ace or a King.) At Whist, it was very important to indicate the *number* of a suit, and so with four, even to an Eight or Nine, one always led the lowest; but, at Bridge, when leading from such a suit, it is frequently advisable to lead the highest of a suit of four to an Eight or Nine, or even Ten, in order to give partner warning that you have no honour in it.

ORIGINAL CLASSIFICATIONS

1.—Tables of Accepted Leads at No Trumps.

2.—Tables of Accepted Leads at Trumps.

[With Accompanying Notes.]

3.—Inferences from high-card Leads.

4.—The private Leads and Conventions, issued for members of the English Blenheim Club.

5.—Code of Leads, by "Problematicus," of *The Bystander*.

6.—Play of third-hand against high-card Leads at No Trumps.

7.—Table of probabilities as to Leads, Holdings, etc.

1. ACCEPTED LEADS AT NO TRUMPS

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
1.—Ace and three or four small cards.	Fourth best.—"Badsorth," "Hellespont," "Pontifex," "Slam," <i>Sporting News</i> , "Templar."
2.—Ace and seven or more small cards. Notes 1, 4.	Ace.—Blenheim Club, Elwell.
3.—Ace, King, only.....	Fourth best.—Blenheim Club, Elwell.
4.—Ace, King, and less than four or five small cards. Note *.	Fourth best.—Agacy, "Badsorth," Dalton, "Hellespont," "Slam," <i>Sporting News</i> . Note †.
5.—Ace, King, and five or more small cards. Notes *, ‡.	King, Ace.—Agacy, Badminton Magazine, Blenheim Club, Dalton, Elwell, "Hellespont," "Pontifex," "Slam," Smith, "Templar."
6.—Ace, King, and small cards, with a re-entry card.	King.—Dunn, Foster, "Templar."
7.—Ace, King, and small cards, without a re-entry card.	Fourth best.—Foster, "Templar."

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
8.—Ace, King, Queen. Notes *, 2..	Queen, King.— <i>Dalton</i> , “Pontifex,” “Templar.”
9.—Ace, King, Queen, with others. Note ‡.	King, Queen.— <i>Agacy</i> , <i>Badminton Magazine</i> , <i>Elwell</i> , “Hellespont,” “Pontifex,” <i>Sporting News</i> . Note †.
10.—Ace, King, Queen, Knave (with or without others).—“Hellespont”).	Queen, King.— <i>Foster</i> , <i>Saturday Review</i> .
11.—Ace, King, Knave, with a re-entry card. Note *.	King.— <i>Foster</i> , “Hellespont.”
12.—Ace, King, Knave, without a re-entry card. Note *.	King.— <i>Blenheim Club</i> , <i>Dalton</i> , “Hellespont.”
13.—Ace, King, Knave, and two or three small cards. Notes ‡, 3.	Fourth best.— <i>Dalton</i> .
14.—Ace, King, Knave, Ten, and one or two others.	King.— <i>Badminton Magazine</i> , <i>Beaman</i> , <i>Elwell</i> , <i>Foster</i> , <i>Saturday Review</i> , “Slam.”
15.—Ace, King, Ten (or Nine), and others. Note 5.	Knave.— <i>Blenheim Club</i> , “Hellespont,” “Pontifex.” Note 4.
16.—Ace, Queen and others. Note *.	Ace.— <i>Foster</i> . Note 4.
17.—Ace, Queen, and three or more...	King.— <i>Elwell</i> .
18.—Ace, Queen, Knave. Notes *, 6.	Fourth best.— <i>Dalton</i> .
19.—Ace, Queen, Knave, with a re-entry card.	Ace, then small one.— <i>Elwell</i> , “Pontifex.”
20.—Ace, Queen, Knave, without a re-entry card.	Fourth best.—“Hellespont,” “Slam.”
21.—Ace, Queen, Knave, and others. Notes, ‡, 4, 7.	Queen.— <i>Badsworth</i> , <i>Dalton</i> , <i>Sporting News</i> , “Templar.” Note †.
22.—Ace, Queen, Knave, and others, without a re-entry card. Note 8.	Ace, Queen.— <i>Elwell</i> , <i>Steele</i> .
23.—Ace, Queen, Knave, and others, with a re-entry card.	Ace.— <i>Elwell</i> .
24.—Ace, Queen, Ten, and small ones (four or more).—“Hellespont,” “Pontifex”).	Queen.— <i>Foster</i> , “Hellespont,” <i>Saturday Review</i> , <i>Steele</i> .
25.—Ace, Knave, and two small ones..	Queen.— <i>Agacy</i> , <i>Badminton Magazine</i> , <i>Blenheim Club</i> , “Leigh,” “Templar.”
27.—Ace, Knave, Ten. Notes *, 9....	Ace.— <i>Dunn</i> , <i>Foster</i> .
	Ace.—“Badsworth,” <i>Elwell</i> , “Pontifex,” <i>Saturday Review</i> , “Slam,” <i>Steele</i> .
	Ace.— <i>Elwell</i> , “Hellespont,” “Pontifex,” <i>Saturday Review</i> , <i>Steele</i> .
	Ace.—“Hellespont,” “Pontifex.”
	Fourth best.— <i>Agacy</i> .
	Ace, then small one.— <i>Elwell</i> .
	Knave.— <i>Blenheim Club</i> , <i>Dalton</i> , <i>Smith</i> , <i>Sporting News</i> , “Templar.” Note †.

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
28.—Ace, Knave, Ten, and small ones. Note ‡.	Knave.— <i>Agacy, Badminton Magazine, "Badsorth," "Hellespont," "Pontifex," "Slam."</i>
29.—Ace, Knave, Ten, with or without re-entry. Note 10.	Ace.— <i>Steele.</i>
30.—Ace, and any other combination. Notes *, 11.	Fourth best.— <i>Dalton.</i>
31.—King, Queen, with or without small card.	King.— <i>Elwell.</i>
32.—King, Queen, and five others. Notes *, ‡.	King.— <i>Badminton Magazine, Dalton, Elwell, "Hellespont," "Pontifex," "Slam," "Templar."</i>
33.—King, Queen, and less than five or seven others. Notes *, 12.	Fourth best.— <i>Dalton, Foster, "Hellespont," Sporting News, "Templar."</i> Note ‡.
34.—King, Queen, and at least seven in suit.	King.— <i>Badminton Magazine, Blenheim Club, Foster, "Hellespont," "Pontifex," Smith, Sporting News, "Templar."</i> Note ‡.
35.—King, Queen, Knave.....	King.— <i>Blenheim Club, Saturday Review, "Slam."</i>
36.—King, Queen, Knave, and one small card. Notes *, ‡.	King, Queen.— <i>Agacy, Badminton Magazine, Dalton, Elwell, Sporting News, "Templar."</i> Note ‡.
37.—King, Queen, Knave, and two or more others. Notes *, ‡, 13.	Knave, Queen.— <i>Badminton Magazine, Dalton, Sporting News, "Templar."</i> Note ‡.
38.—King, Queen, Ten, with or without small. Notes *, ‡, 13, 15.	King.— <i>Agacy, Badminton Magazine, "Badsorth," Beaman, Dalton, Elwell, Foster, "Slam," Sporting News.</i> Note ‡.
39.—King, Queen, Nine, and small cards.	Fourth best.— <i>Agacy, "Badsorth."</i>
40.—King, Knave, Ten. Notes *, 16..	Ten, not Knave.— <i>"Badsorth."</i>
41.—King, Knave, Ten, Three. Notes ‡, 17.	Knave.— <i>Blenheim Club, Dalton, "Slam," "Templar."</i>
42.—King, Knave, Ten, any number in suit. Notes 17, 18.	Ten.— <i>Badminton Magazine.</i>
43.—King, Knave, Ten, with or without small cards. Notes 17, 19.	Ten.— <i>Foster, "Hellespont," "Pontifex," Sporting News.</i> Note ‡.
44.—King, Knave, Ten, Nine, with or without others.	Knave.— <i>Saturday Review.</i>
45.—Queen, Knave and others. Note *.	Ten.— <i>Agacy, Elwell.</i>
46.—Queen, Knave, Ten, with or without others. Notes *, ‡.	Fourth best.— <i>Agacy.</i> Nine.— <i>"Hellespont."</i> Note 20. Fourth best.— <i>Dalton, Sporting News.</i> Note ‡.
	Queen.— <i>Agacy, Badminton Magazine, Blenheim Club, Dalton, Elwell, Foster, "Hellespont," "Slam," Smith, Sporting News, "Templar."</i> Note ‡.

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
47.—Queen, Knave, Nine, and others (at least six.— <i>Foster</i>). Notes ‡, 21.	Queen.— <i>Badminton Magazine, Berg-holt, Blenheim Club, Dalton, Elwell, Foster, "Hellespont," "Slam," Sporting News</i> . Note †.
48.—Knave, Ten, with or without another card.	Knave.— <i>Saturday Review</i> .
49.—Knave, Ten, Nine, with or without other cards. Note ‡.	Knave.— <i>Agacy, Badminton Magazine, Blenheim Club, Elwell, "Hellespont," Saturday Review, "Slam."</i>
50.—Knave, Ten, Nine, or lower sequence. Notes *, ‡.	Highest of sequence.— <i>Badminton Magazine, "Pontifex," Saturday Review, Sporting News</i> . Note †.
51.—Ten, Nine.....	Ten.— <i>Dalton</i> .
52.—Ten, Nine, Eight, with or without others.	Ten.— <i>Agacy, Dalton, "Hellespont."</i>
53.—From any other combination of cards. Note *.	Fourth best.— <i>Badminton Magazine, Dalton</i> .

2. ACCEPTED LEADS AT TRUMPS

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
1.—Ace and three or four small cards.	Ace.— <i>Badminton Magazine, "Bads-worth," Dalton, Dunn, Foster, "Hellespont," Melrose, "Pontifex," Robertson, "Slam," Sporting News</i> . Note †.
2.—Ace, and seven or more small cards.	Ace.— <i>Blenheim Club, Foster</i> .
3.—Ace, King, only.....	Ace, King.— <i>Agacy, Blenheim Club, Dalton, Elwell, "Hellespont," Smith, Sporting News, Steele, "Templar."</i>
4.—Ace, King, and less than four or five small cards.	King, Ace.— <i>Dunn, Foster, Melrose, Saturday Review, "Slam," Smith, Sporting News, "Templar."</i> Note 30.
5.—Ace, King, and five or more small cards.	King.— <i>Blenheim Club, "Hellespont," Robertson</i> .
6.—Ace, King, and small cards, with a re-entry card.	King.— <i>Saturday Review</i> .
7.—Ace, King, and small cards, without a re-entry card.	Ace, King.— <i>Dunn</i> .

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
8.—Ace, King, Queen.....	King.— <i>Dalton</i> , “ <i>Hellespont</i> ,” “ <i>Slam</i> ,” <i>Steele</i> .
9.—Ace, King, Queen, with others...	King, Queen.— <i>Foster</i> , <i>Saturday Review</i> , <i>Smith</i> , <i>Sporting News</i> . Note 31.
10.—Ace, King, Queen, Knave.....	King, Knave.— <i>Dunn</i> , <i>Saturday Review</i> , “ <i>Slam</i> ,” <i>Smith</i> .
11.—Ace, King, Knave, with re-entry card.	King.—“ <i>Hellespont</i> .”
12.—Ace, King, Knave, without re-entry card.	King.—“ <i>Hellespont</i> .”
13.—Ace, King, Knave, and two or three small cards.	King.—“ <i>Hellespont</i> .”
14.—Ace, King, Knave, Ten, and one or two others.	King.— <i>Foster</i> .
15.—Ace, King, Ten (or Nine), and others.	King.— <i>Blenheim Club</i> , “ <i>Hellespont</i> .”
16.—Ace, Queen.....	King.— <i>Foster</i> .
17.—Ace, Queen, and three or more...	Ace.—“ <i>Badsworth</i> ,” <i>Foster</i> , “ <i>Slam</i> .”
18.—Ace, Queen, Knave.....	Ace.— <i>Blenheim Club</i> , <i>Dalton</i> , <i>Foster</i> , “ <i>Pontifex</i> ,” “ <i>Slam</i> ,” <i>Steele</i> .
19.—Ace, Queen, Knave, with a re-entry card.	Ace.— <i>Foster</i> . Note 32.
20.—Ace, Queen, Knave, without a re-entry card.	Ace, Queen.— <i>Dunn</i> , <i>Elwell</i> , <i>Foster</i> , <i>Saturday Review</i> .
21.—Ace, Queen, Knave, and others.. .	Ace, Queen.— <i>Blenheim Club</i> , <i>Elwell</i> , <i>Foster</i> , <i>Saturday Review</i> , <i>Smith</i> , <i>Sporting News</i> , <i>Steele</i> .
22.—Ace, Queen, Knave, and others, without re-entry card.	Ace, Queen.— <i>Elwell</i> , <i>Foster</i> , <i>Saturday Review</i> , <i>Steele</i> . Notes 8, 33.
23.—Ace, Queen, Knave, and others, with re-entry card.	Ace, Knave.— <i>Dunn</i> , <i>Foster</i> , “ <i>Hellespont</i> .”
24.—Ace, Queen, Ten, and small ones.	Ace.— <i>Foster</i> , <i>Melrose</i> .
25.—Ace, Knave, and two small ones.	Lowest.—“ <i>Pontifex</i> .” Ace.— <i>Foster</i> .
26.—Ace, Knave, and five small ones..	Ace.— <i>Foster</i> , “ <i>Pontifex</i> .”
27.—Ace, Knave, Ten.....	Ace.— <i>Blenheim Club</i> , <i>Saturday Review</i> , <i>Smith</i> , <i>Sporting News</i> .
28.—Ace, Knave, Ten, and small ones.	Ace.— <i>Foster</i> , <i>Steele</i> . Note 34.
29.—Ace, Knave, Ten, with or without re-entry.	Ace.— <i>Badminton Magazine</i> .
30.—Ace, and any other combination..	Ace, Knave.— <i>Elwell</i> , <i>Foster</i> .
31.—King, Queen, with or without a small card.	Ace.— <i>Foster</i> .
32.—King, Queen, and five others....	Ace.— <i>Foster</i> .
33.—King, Queen, and less than five or seven others.	King, Queen.— <i>Dalton</i> , “ <i>Pontifex</i> ,” <i>Robertson</i> , “ <i>Slam</i> ,” <i>Smith</i> , <i>Steele</i> , “ <i>Templar</i> .”
	King.—“ <i>Hellespont</i> .”
	King.— <i>Foster</i> , <i>Melrose</i> , <i>Sporting News</i> .

WHEN HOLDING THE FOLLOWING HANDS:	LEADS, ACCORDING TO THE SUB-JOINED AUTHORITIES.
34.—King, Queen, and at least seven in suit.	King.— <i>The Field, Saturday Review.</i>
35.—King, Queen, Knave.....	King.— <i>Dalton, "Hellespont," "Slam," Smith, Steele.</i> Note 35.
36.—King, Queen, Knave, and one small card.	King.— <i>"Badsworth," Dunn, Foster, Melrose, Robertson, Sporting News.</i>
37.—King, Queen, Knave, and two or more others.	Knave.— <i>Melrose, "Pontifex," Sporting News.</i>
38.—King, Queen, Ten, with or without small.	King.— <i>"Badsworth," Dunn, "Hellespont."</i>
39.—King, Queen, Nine, and small cards.	King.— <i>"Badsworth."</i>
40.—King, Knave, Ten.....	Knave.— <i>Blenheim Club, "Slam."</i>
41.—King, Knave, Ten, Three.....	Ten.— <i>Badminton Magazine, "Badsworth," Elwell, Foster, Saturday Review, Smith, Sporting News, Steele.</i> Note 36.
42.—King, Knave, Ten, any number in suit.	Ten.— <i>Dunn, Foster.</i>
44.—King, Knave, Ten, Nine, with or without others.	Ten.— <i>Dunn, "Hellespont," Melrose.</i>
45.—Queen, Knave.....	Fourth best.— <i>"Badsworth."</i>
46.—Queen, Knave, Ten, with or without others.	Queen.— <i>"Hellespont."</i> Robertson, Saturday Review. Note 37.
47.—Queen, Knave, Nine, and others (at least six.— <i>Foster</i>).	Queen.— <i>Badminton Magazine, Blenheim Club, Dalton, Dunn, Foster, "Hellespont," "Leigh," Melrose, "Pontifex," Robertson, "Slam," Sporting News.</i> Notes 38, 39.
48.—Knave, Ten, with or without another card.	Queen.— <i>Badminton Magazine, Blenheim Club, Dunn, Foster, "Slam," Sporting News.</i> Notes 38, 39.
49.—Knave, Ten, Nine, with or without others.	Knave.— <i>"Hellespont," Saturday Review.</i> Note 40.
50.—Knave, Ten, Nine, or lower sequence.	Knave.— <i>Blenheim Club, Foster, "Hellespont," "Pontifex," Saturday Review, Steele.</i>
51.—Ten, Nine.....	Fourth best.— <i>Sporting News.</i>
52.—Ten, Nine, Eight, with or without others.	Knave.— <i>Badminton Magazine, Dalton, Foster, "Hellespont."</i>
53.—From any other combination of cards.	Ten.— <i>Blenheim Club, "Hellespont," Saturday Review, Steele.</i>
	Ten.— <i>Foster, "Hellespont," "Pontifex."</i> Note 41.
	Fourth best.— <i>Robertson, Saturday Review, Sporting News.</i>

NOTES

NOTE *—These nineteen entries are, by the London *Saturday Review*, said to be "the only accepted leads against a No Trumps declaration."

NOTE †—Leads thus marked are especially pointed out by "Bascule," of the London *Illustrated Sporting News*.

NOTE ‡—The table embracing these fourteen entries is given by "Portland," of the *Badminton Magazine*, as the most acceptable one he can frame of the several recognised leads at No Trumps "approved by the majority of the best players in the London clubs at the present time."

IN THE NO TRUMPS DECLARATION

NOTE 1.—Holding less than seven it would not be possible to exhaust all the rest.—(*Agacy* and *Saturday Review*.)

Ace is led from eight in suit, but *only* if a re-entry card is held.—(*Blenheim Club*.)

NOTE 2.—Also the usual lead with Ace, King, Queen, and others, the object being to give leader's partner a chance to unblock should he hold four of a suit.—(*Saturday Review*.)

NOTE 3.—When holding Ace, King, Knave, and others, some players lead King and then open another suit, if Queen is not in dummy.—(*Saturday Review*.)

A rule without exception is to always lead King from Ace, King, Knave, and others, or King, Queen, Ten, and others, says one of the best Constantinople players.—(*Hulme-Beaman*.)

Lead King from Ace, King, Knave, four only in suit (or, of five or six in suit, *with* re-entry card).—(*Blenheim Club*.)

Along the Mediterranean and throughout European Turkey it is, or was, one of their canons, at No Trumps, always to lead originally, either with or without a re-entry card, a King from Ace, King, Knave, and two or more, or from King, Queen, Ten, and two or more others; also to never lead a King except from these combinations. Such a lead without a re-entry card is bad in principle.—("Hellespont.")

NOTE 4.—Knave is led from Ace, King, Knave, Ten, five or six in suit, if without re-entry card.—(*Blenheim Club*.)

Holding the Ace, King, Knave, Ten, with or without one or two more, lead Knave—with re-entry card, lead King.—("Hellespont.")

Ace is *never* led without at least seven cards of the suit except in two cases: (1) Ace, King, Knave, Ten, and others; (2) Ace, Queen, Knave, and others. From (1) lead Ace, and, if Queen is not in dummy, lead King; from (2) lead Ace, only with re-entry card in another suit, failing which lead Queen.—(*Foster*.)

NOTE 5.—The Ten is led from Ace, King, Ten, Nine, fewer than seven in suit.—(*Blenheim Club.*)

NOTE 6.—The leads of Ace from Ace, Queen, Knave; Ace, Queen; Ace, Knave; Ace, Ten, are bad and should, if possible, be avoided.—(*The Field.*) "Anti-haphazard" writes to the last-named paper that he cannot see why Queen should be led instead of the Knave.

NOTE 7.—Invariably lead Queen. This is one of the most useful of any of the conventional leads and frequently occurs.—(*Saturday Review.*)

From Ace, Queen, Knave, and four or more small cards, lead Ace. From Ace, Queen, Knave, Ten, "with or without one or two more," lead Queen—likewise from "Ace, Queen, Knave, with less than four others," except, in the last two cases, when the Ace should be led instead of the Queen if there is a re-entry card.—("Hellepont.")

NOTE 8.—*This is a lead absolutely peculiar to Bridge*, and a very necessary one to comprehend. The Whist lead from this combination and also the correct lead at Bridge against a suit declaration is the Ace followed by the Queen, but at No Trumps the Queen is the correct and the only lead.—(*Elwell, Saturday Review and Steele.*)

NOTE 9.—See Note 16.

NOTE 10.—Holding a re-entry card, lead Ace; but, without, lead Knave.—(*Badminton Magazine.*)

NOTE 11.—If combination consists of only four cards headed by a worthless card, lead an intermediate card—for example, holding 9, 7, 6, 3, lead 7.—(Steele.)

NOTE 12.—Holding less than seven in suit, fourth best should be led from all suits headed by King and Queen, which do not have either Knave or Ten.—(Foster.)

NOTE 13.—"Anti-haphazard," named in Note 6, opposes the lead of Knave from King, Queen, Knave, and such kindred leads.

At Whist, the Knave was only led from King, Queen, Knave to five cards. At Bridge, many sound players invariably lead King from this combination, no matter what length in suit they hold.—(*Sporting News.*)

The lead of King is also preferred by "Hellepont," who says to always start with it from King, Queen, Knave, and one or more others; continue with the Queen if you have only four—with the Knave, if you have more than four.

Always lead King, and not the knave as at Whist.—("Slam.")

NOTE 15.—See Note 3.

NOTE 16.—Some adopt the old Whist lead of Ten instead of Knave; it is probably the better lead, for it distinguishes between Ace, Knave, Ten and King, Knave, Ten, yet the Knave is the generally accepted lead from either combination.—(*Saturday Review.*)

A bad suit to open from. Players are equally divided as to whether the Knave or the Ten is the right card to lead. From King, Knave, Ten, the Ten

should *always* be led, the objection to the lead of Knave being that it clashes too much with the lead from Ace, Knave, Ten.—(*Sporting News.*)

"The lead of Knave from King, Knave, Ten, first advocated by me, has, I observe, been included in several recent publications as an improvement on the old lead of the Ten—e. g., the fifth edition of 'Hellespont' makes the change."—(Diehl.)

NOTE 17.—See the Blenheim Club leads, for leads of Ten.

NOTE 18.—This is the only combination from which a Ten is led against a No Trumper.—(Foster.)

NOTE 19.—Holding King, Knave, Ten, and others, the Knave is the customary lead; some, as in Whist, play the Ten.—(Saturday Review and Sporting News.)

NOTE 20.—Lead the Nine: it has been proven a better lead than the Ten.—("Hellespont.")

NOTE 21.—This lead is now universally recognised.—(Bergholt.)

A very good lead.—(*Sporting News.*)

With less than six, it is demonstrably wrong mathematically to lead Queen from Queen, Knave, Nine, etc.—("Hellespont.")

IN ANY SUIT DECLARATION

NOTE 30.—Lead always King from any suit accompanied by the next card in value—for instance, King, Ace; or, King, Queen; or, Ace, King, Queen.—(Foster.)

The lead of an Ace followed by a King, means no more of that suit.

NOTE 31.—Holding Ace, King, Queen with two others, play Queen, Ace; with three or more others, play Queen, King.—(Dunn.)

NOTE 32.—Better avoid leading from an Ace, Queen suit until dummy is exposed; if King does not appear in dummy, partner will lead up to latter's weakness.—(Smith.)

NOTE 33.—See Note 8.

NOTE 34.—Lead Ace from Ace, Knave, Ten, the Ace being top of suit from which the King is missing.—(Steele.)

Knave should never be led except as a supporting card from top of a short suit or from a long suit headed by the Knave, Ten, Nine or the Knave, Ten.—(Foster.)

NOTE 35.—A very important rule to observe: If you lead King from King, Queen, Knave, lead the Knave on second round, even though King wins first trick, for, in case partner holds the Ace, he knows from your lead that you hold the Queen, but he does not know that you also hold Knave.—(Foster.)

NOTE 36.—Remember, that against a trump declaration, the Ten is led from only one combination of high cards, King, Knave, Ten, Four, Two. It can

be led when highest of three, or of only two, small cards, but it should never be led when highest of four or more, or whenever it is an interior card unaccompanied by both the King and the Knave.—(*Foster.*)

A very important lead which should never be departed from.—(*Melrose.*)

NOTE 37.—Another valuable opening.—(*Saturday Review.*)

NOTE 38.—The Queen from the top of three cards.—("Hellepont.")

"There is one useful lead—of an irregular kind, however—which none of the writers on Bridge have thus far recommended . . . at the Trumps game, Queen should be led not only from Queen, Knave, Ten and from Queen, Knave, Nine, but *from any combination of cards headed by the Queen and Knave.*"—(*Badminton Magazine.*)

NOTE 39.—Queen is never led except from these combinations; that is, hands containing nothing higher and always accompanied by Knave and Ten or Knave and Nine.—(*Foster.*)

Queen, Knave, and others good to lead from, odds being five to four that the leader's partner has either Ace or King.—("Pontifex.")

NOTE 40.—One of the best and most useful openings.—(*Dalton.*)

NOTE 41.—The Ten from any three cards headed by the Ten.—("Hellepont.")

3. INFERENCES FROM HIGH CARD LEADS

Against a No Trumps Declaration

Lead of Ace.—Indicates that it is from Ace, Queen, Knave, and others, with a card of re-entry.—(*Dalton.*)

Ace, Queen, Knave, etc., four or more in suit.—("Leigh.")

Should be regarded as an urgent invitation to unblock and should always mean that leader holds at least six cards in suit.—(*Robertson.*)

Indicates seven or more headed by either Ace, Queen, Knave, Ten; Ace, Queen, Knave; Ace, Queen, Ten; or, Ace, Queen, and six or more small ones; or, that it may be from the same high cards, and less small ones, plus a card of re-entry. Unless partner holds Queen and Knave as well as the Ace, his lead cannot be from less than six of the suit led.—("Hellepont.")

Lead of King.—Indicates that it is either from: Ace, King, and five others; Ace, King, Knave, and others; King, Queen, Knave, and one other.—(*Dalton.*)

Indicates six or more, including Ace or Queen or both.
("Leigh.")

Can only be from: Ace, King; King, Queen, and five or more small ones; Ace, King, Queen, etc.; Ace, King, Knave, Ten; Ace, King, Knave, Ten, and others, plus a card of re-entry; King, Queen, Knave, Ten, etc.; King, Queen, Knave, etc.; King, Queen, Ten, and two or more others.—("Hellepont.")

Lead of Queen.—Indicates that it is either from: Ace, King, Queen, and others; or, Ace, Queen, Knave, and others; or, Queen, Knave, Ten, and others.—(*Dalton.*)

Queen, Knave, Ten, four or more in suit.—("Leigh.")

Shows sequence of Queen, Knave, Ten, and one or more, as it is only led from that one combination.—(*Robertson.*)

Is from Ace, Queen, Knave, Ten, or Ace, Queen, Knave, etc., without re-entry card; or, from Queen, Knave, Ten, etc., or Queen, Knave, Nine, etc.—("Hellepont.")

Lead of Knave.—Indicates the top of a suit (*Elwell* and "Leigh"); signifies generally five in suit.—(*Melrose.*)

Indicates that it is from either: Ace, Knave, Ten, and others; or, King, Knave, Ten, and others; or, King, Queen, Knave, and more than one other; or, from sequence headed by a Knave. In any case, the Queen should be played on partner's Knave without a moment's hesitation.—(*Dalton.*)

Is from either Ace, King, Knave, Ten, etc., without re-entry card; or Ace, Knave, Ten, etc.; or Knave, Ten, Nine, etc.—("Hellepont.")

As Knave is never led from a suit, no matter what its length, which likewise includes the King and Queen, its lead signifies that the leader either holds the Ace and Ten,

or the King and Ten, as well, or that the Knave is highest he holds of the suit.—("Slam.")

Lead of Ten.—Indicates it is from sequence headed by the Ten (*Dalton*); Ace, Queen, Ten or King, Knave, Ten, and others.—(*Sporting News.*)

Any Lower Card.—Indicates highest of a sequence, or three higher cards exactly in the leader's hand.—(*Dalton.*)

Against a Suit Declaration

Lead of Ace.—Indicates always at least five cards in the suit, except in the one case of a suit consisting of Ace, Queen, Knave, and one other.—(*Dunn, "Leigh,"* and "Slam.")

Indicates that it is either from Ace, King alone; or Ace, Queen, Knave, and a small card; or Ace, Knave, Ten.—(*Steele.*)

Always made from suit headed by Ace, without the King, no matter what else the suit contains. The original lead should always preferably be made from a suit containing both the Ace and the King, the King to be, of course, played first.—(*Foster.*)

Denies the King, except when to show no others; when followed by Queen it indicates the Knave, and when followed by Knave it indicates the Ten, or nothing else in the suit.—(*Elwell.*)

Lead of King.—Indicates that it is from: Ace, King, and two small cards; or an Ace, King, Queen combination; or, King, Queen, and another card.—(*Saturday Review.*)

When followed by the Ace it indicates the absence of the Queen.—(*Elwell.*)

Always indicates not more than four cards in the suit, and the presence of Ace or Queen, or both.—(*Dunn.*)

Lead of Queen.—Indicates that it is from: Queen, Knave, Ten; or Queen and one other.—("Leigh" and *Saturday Review.*)

Always indicates at least five cards in the suit, except in the one case of a suit consisting of Queen, Knave, Ten, and one other.—(Dunn.)

Lead of Knave.—Indicates that it is from: Ace, Knave, Ten; or Knave, Ten, Nine.—(Steele.)

Denies the Ace, the King, and the Queen.—(Elwell.)

Indicates that it is from King, Knave, Ten, and one or more ("Leigh"); or from Knave, Ten alone.—(*Saturday Review.*)

Lead of Ten.—Indicates that it is from: King, Knave, Ten; or Ten, Nine.—(Steele.)

Indicates King, Knave, and Ten, and denies both the Ace and Queen.—(Elwell.)

"Bascule," of London *Sporting News*, says Ace, Queen, Ten or King, Knave, Ten.

4. THE BLENHEIM CLUB

PRIVATE LEADS AND ELEMENTARY BRIDGE CONVENTIONS

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Leads

I. WHEN THERE ARE TRUMPS

Ace is always led from five or more, not including the King; from any number in suit, not including another honour; from Ace, Queen, Knave, any number in suit; and from Ace, King only.

Leads from tenaces are generally inadvisable.

King is led from all combinations containing Ace or Queen, or both, irrespective of number in suit (except as specified above).

Queen is led from Queen, Knave, Ten, etc.; or, Queen, Knave, 9, etc.; also, as the highest of a short suit (Queen, Knave, x; Queen, x).

Knave is led from Knave, Ten, 9, etc.; as the top of an intermediate sequence (Ace, Knave, Ten; King, Knave, Ten); or, as the highest of a short suit.

Ten is led as the top of an intermediate sequence (Ace, Ten, 9, 8; King, Ten, 9, 8; Queen, Ten, 9, 8; Ace, Queen, Ten, 9); or, as the highest of a short suit.

Nine is led only as the highest of a short suit.

In other cases, when leading from four or more, lead the *lowest*. In opening short weak suits, lead the highest.

II. WHEN THERE ARE NO TRUMPS

Ace is led from eight in suit, but *only* if you hold a re-entry card.

King is led from King, Queen, Knave; or, King, Queen, Ten, any number in suit; from Ace, King, Knave, four only in suit (or five or six in suit, *with* re-entry card); from Ace, King or King, Queen, seven or more in suit.

Queen is led from Ace, Queen, Knave; Queen, Knave, Ten; Queen, Knave, 9; any number in suit.

Knave is led as when there are trumps; also, from Ace, King, Knave, Ten; *five* or *six* in suit, if you hold no re-entry card.

Ten is led as when there are trumps; also from Ace, King, Ten, 9, fewer than seven in suit. In other cases, lead the *fourth best*.

N.B.—The lead under consideration is the original lead of the hand.

Elementary Bridge Conventions

SIGNALS

1. When there are trumps: To call in a plain suit, shows two only; to call in the trump suit, led by partner, shows four or more.
2. When there are no trumps: To call in a suit opened by partner, shows four or more; to call by discard, shows strength in the suit discarded.

DISCARDING

The first discard (subject to exceptions when you are forced to keep suits guarded) is from the suit you do not wish led.

DOUBLED NO TRUMPS

When third hand has doubled a No Trumps declaration, first hand leads the top of his shortest weak suit.

5. CODE OF LEADS

By "Problematicus," of *The Bystander*

Just before going to press, we are favoured with a copy of the above code, from which we are permitted to extract the following:

UNDER A TRUMPS DECLARATION

Lead *Ace* from (1) five or more without the King.

" " " (2) any number in suit without another honour.

" " " (3) Ace, Queen, Knave to any number.

" " " (4) Ace, King only.

Lead *King* whenever you also hold Ace or Queen to any number.

Lead *Queen* from (1) Queen, Knave, Ten, etc.

" " " (2) Queen, Knave, 9, etc.

" " " (3) As highest of short suit—e. g., Queen, Ten, 2; Queen, 2.

Lead *Knave* from (1) Knave, Ten, 9, etc.

" " " (2) As highest of intermediate sequence—
e. g. from Ace, Knave, Ten, or King,
Knave, Ten, with or without others.

" " " (3) As highest of short suit—e. g. Knave,
7, 6; Knave, 6.

Lead *Ten* (1) As highest of intermediate sequence, e. g., from
Ace, Ten, 9, 8; King, Ten, 9, 8; Queen, Ten,
9, 8.

" " (2) As highest of short suit, e. g., Ten, 7, 6; Ten, 6.

Lead *Fourth Best* from all other combinations.

Lead *Highest* from short suit.

Do not lead a singleton unless you hold three or more trumps.

UNDER A NO TRUMPS DECLARATION

Lead *Ace* from eight, but only if you have a card of re-entry.

Lead *King* from (1) King, Queen, Knave to any number.

" " " (2) King, Queen, Ten to any number.

" " " (3) Ace, King, Knave to four.

" " " (4) Ace, King, Knave to five or more, *if you
have a card of re-entry.*

" " " (5) Ace, King to seven or more.

" " " (6) King, Queen to seven or more.

Lead *Queen* from (1) Ace, Queen, Knave to any number.

" " " (2) Queen, Knave, Ten to any number.

" " " (3) Queen, Knave, 9 to any number.

Lead *Knave* from (1) Ace, King, Knave, Ten to five or six, if
you have no card of re-entry.

" " " (2) Knave, Ten, 9 to any number.

" " " (3) As Highest of intermediate sequence,
e. g., from Ace, Knave, Ten; King,
Knave, Ten.

Lead *Ten* from (1) Ace, King, Ten, 9 to less than seven.

" " " (2) As highest of intermediate sequence,
e. g., from Ace, Ten, 9, 8 ; King, Ten,
9, 8; Queen, Ten, 9, 8.

Lead *Fourth Best* from all other combinations.

Lead your *Highest Heart* and go on leading them from the highest downward, when you are leader and your partner has *doubled No Trumps*. But first lead out any Aces, or Ace, Kings you may hold.

6. PLAY OF THIRD HAND AGAINST HIGH-CARD LEADS AT NO TRUMPS¹

AGAINST.	WHEN HOLDING.	
Ace lead....	King and one other.....	Play King on Ace.
	King and { small ones. two others.	Play King on second round.
	King and four others.....	Play penultimate to the Ace, antepenultimate to the second round, and King to third round (unless, of course, lead appears to be from Ace, Queen, Knave, and only one other, when play should depend on where lead is wanted).
	King, Knave and one other, or King, Ten, and one other (especially if unguarded).	Play King on Ace and the Ten or the Knave on second round. (When holding Knave or Ten and King is in dummy, play Knave or Ten when King is put on. So long as King remains in dummy, the Knave or Ten cannot block partner's suit.)

¹ Arranged from the text, by permission of Messrs. De La Rue & Co., publishers of "Laws and Principles of Bridge," London, 1905.

AGAINST.	WHEN HOLDING.	
King lead...	Ace, Knave, or Ace, Ten, with or without a small one.	Play Ace on the King and return the Knave or the Ten.
	Ace, Knave or Ace, Ten, with two small ones.	Play penultimate on the King, the Ace on second round, and lead Knave or Ten on the third round.
	Ace and one small one....	Play Ace on King and return small one (unless the Ten and three others appear in dummy, when the small one should be played on King led).
	Ace and two small ones....	Play penultimate on King, Ace on the second round and return the lowest.
	Ace and three small ones..	Play penultimate on King. If latter is followed by Queen, play remaining middle card; if by the Knave, play Ace. If dummy holds four to the Ten, play Ace on the King and penultimate on second round. If dummy holds four to the Knave, play lowest but one on King. If none of suit in dummy, play highest small card on King, and when the King is followed by Queen or Knave, play penultimate.
	Ace and four or more small ones.	Play ante-penultimate on King and the penultimate on Queen or Knave next led. (This is called echoing and is still more useful when lead is from Ace, King, Queen and third hand holds five to the Knave.)
	Queen, Knave; or Queen, Ten; or Knave, Ten; with or without one or more.	Play lower of the two high cards on the King and the highest on the Ace.
	Queen and small ones.....	Play Queen on the King.
	Knave or Ten and two others.	Play Knave or Ten on the King.
	Knave or Ten and three others.	Play penultimate on the King, retaining the Knave or Ten until third round.
Queen lead.	Ace.....	The King being in dummy, defer playing Ace till King is put on, or as long as possible. King not being in dummy, play Ace if it is only singly guarded, but not if doubly guarded, unless you infer lead is from Queen, Knave, Nine, etc., and likely to catch King in dealer's hand, when play Ace on Queen.
Knave lead.	King and small ones.....	The Queen being in dummy, retain the King; Queen not being in dummy, play King on Knave and if it wins return highest.
	Queen and small ones.....	Play lowest but one.

7. TABLE OF PROBABILITIES

PROBABLE NUMBER OF TIMES IN 100 LEADS THAT ANY SUIT WILL GO ROUND.

Number of cards of suit held by leader.....	4	5	6	7	8
TIMES IN 100 LEADS.					
The suit will not go around once.....	4	5	6	8	12
The suit will go around once only.....	32	28	37	40	54
The suit will go around twice only.....	48	56	57	52	34
The suit will go around three times only.....	16	11	0	0	0
	100	100	100	100	100
	100	100	100	100	100
Or, in other words,					
It will go around once or more.....	96	94	88	80	69
It will go around twice or more.....	64	57	34	14	0
It will go around thrice or more.....	16	0	0	0	0

W. Pole.

In 2,000 deals, a player will hold no suit of more than four cards, about 700 times. He will hold a suit of five cards, 890 times; a suit of six cards, 330 times; a suit of seven cards, 70 times; and a suit of more than seven cards, 10 times.

In *The Field* of April 5, 19, 26, 1902, are tables showing the dealer's and non-dealer's chances of scoring honours and of winning rubber at different stages of the score.

THE DISCARD

It will be seen by reference to the very able article in vol. lxxxiii of *Baily's Magazine* that its author, Mr. Bergholt, considers the discard one of the most troublesome problems which writers on Bridge set themselves to solve, and, as he truly says, nothing illustrates its difficulty more than the variety and uncertainty of the conclusions arrived at.¹ He observes that three of the most eminent writers on Bridge have reached three distinct and entirely different results: Archibald Dunn, whose letter on the subject (*Sporting News*, August 6, 1904) is well worth reading, recommends the strong discard in a suit declaration and the weak discard at No Trumps, while "Bads-worth" pronounces in favour of the weak discard for both Trumps and No Trumps, and Mr. Elwell advocates the strong discard whatever the declaration may be, except in the case of doubled spades. He adds: "Two of these three have made a fundamental and colossal mistake . . . all of the three methods advocated are wrong . . . the proper solution is the weak discard when there are trumps and the strong discard when there are none." The writer fully points out the advantages claimed for the various methods and, after summing them up and re-viewing them, in order to justify his own solution as above given, he brings in the echo, which, under the system he outlines, should mean:

I. *At the Trump Game.*—(1) In the discard: the discarer's

¹ "Bascule" remarks that the discard, throughout England, "has fallen into inextricable confusion, no two persons agreeing as to what is or what is not orthodox."

strong suit; (2) in the play: (a) in suit led by partner, two only; (b) in suit led by the dealer, call for trumps.

II. *At the No Trumps Game*.—(1) In the discard, the discarmer's weak suit; (2) in the play: (a) in suit led by partner, four or more of the same suit; (b) in suit led by the dealer, four or more in suit led by partner.

The American author above alluded to points out three different discards used by Bridge players, viz.: Strength, both at Trumps and at No Trumps; strength with a trump and weakness at No Trumps; weakness both at Trumps and at No Trumps. He advises discarding only once from strength (safest and best), and after that as the situation and hand warrant.

No better disposition can, perhaps, be made of this much-mooted question than to assemble here the views entertained by different authors on the subject.

Dr. O'C. M. writes from the Ormonde Club, Dublin, that nearly all English players advise the weak discard. In his opinion, this is bad for two reasons: "It compels you to weaken your defence at its weakest point, and it gives to the attacking party, the dealer, the information of all others most important to him, namely, on which side he should finesse; against players of the strong discard, he has nothing to learn from the third hand's discard, but he is generally anxious to know which adversary is weak in his strong suits—this is precisely the information which the weak discarmer gives him."

In his articles on "The Discards at Bridge," the very able editor of *The Field* summed up the question, whether the discard against a No Trumps call should be from a strong suit or the weak, by saying that while it is frequently right for players to discard from their strong suits in cases where their partner would look for an indication of their strength, it is nearly always right to discard from a weak suit. . . . The principle which

Mr. Whitfeld believes in is, "that the suit which the players are endeavouring to establish should, as a rule, be kept. If it consists of five or more cards, the player can afford to throw some away and still save game when dealer's score is less than six; but if it consists of four cards only, the cards are too valuable to be thrown away, and, at more advanced stages of the score, five, or even six cards, are required in the suit."

The strong suit discard has been practised in India for some time and is strongly advocated by Robertson, who pronounces the weak suit discard as unsound, while "another well-known Indian writer, 'Ace of Spades,' sums up dead against the strong suit discard. . . . Extraordinary positions require extraordinary measures, and for such no rules can be laid down." —(*The Field.*)¹

Mr. Dalton, in a communication to *The Field*, remarked that "Hellespont" advocates a sort of mixed system of discarding—from strength when your opponent is leading, and from weakness when your partner is leading.² "Hellespont" recently said that, "broadly speaking, there exist at the present time two schools of discards: (1) those who always throw away from the suit they do not wish led either against a trump declaration or when there are no trumps; and (2) those who do exactly the opposite. The former comprise the English school,

¹ The author of the "Theory and Practice of Bridge" ("Ace of Spades") thus expresses himself: ". . . the conventional discard, that is always whether your partner or your adversary is leading, from your strongest suit, is theoretically absurd and likely to be ruinous in practice, while the weak suit discard as a means of giving information is in theory absolutely sound . . ." He says, besides, "the reverse discard in your own strong suit when the lead is with your partner is antediluvian and out of date; it means throwing away two cards which may quite likely be two tricks; similarly, I do not advocate the reverse discard when your adversary is leading winners merely to show great strength in the suit."

² This "alternative discard," from weakness or strength according to varying circumstances, has been called "a paper theory, of no value whatsoever."

the latter the American." He gives, in his excellent work, a complete system of discards meeting apparently every kind of situation, the hands which illustrate No Trumps and directive discards claiming especial attention.

That any confusion should exist upon a question of such gravity as the discard—the key-stone of information play—is, of course, extremely unfortunate. . . . Speaking theoretically, however, the discard from weakness has little to recommend it.—(*Badminton Magazine*.)

"Knave of Clubs" advocates the strong discard which, he says, "has the great advantage of at once telling your partner which suit you want."

"Cut-Cavendish" says your first discard in a No Trumps call should be from your weakest, most worthless suit; in a suit declaration, from your best protected, strongest suit; against a doubled declaration, from weakest suit. He adds that in any event no attention need be paid to any discards other than the first. Mr. Melrose states that only the first discard should be from your strong suit.

The Blenheim Club says the first discard (subject to exceptions when you are forced to keep suits guarded) should be from suit you do not wish led.

The discard from weakness means that a player's first discard is always from his weakest suit and his second discard from the other suit which he does not wish led to him. The discard from strength is just the opposite. Under this system a player's first discard is always from suit he wishes led to him. The advantages of the strong discard over the weak are: (1) that only one discard instead of two is required to indicate a player's best suit; and (2) that the discard from the strong suit often enables a player to keep better guards in his weaker suits, which is often of the greatest importance.—(*Saturday Review*.)

By far the most general practice is to discard from the suit

you do not wish led, at No Trumps and upon a suit declaration alike.—(*Vanity Fair.*)

Except in the case of No Trumps, the discard should be from strength. . . . Against No Trumps, the discard should be from weakness.—(*Dunn.*)

According to Mr. Foster, when playing against a trump call, the discard from the strongest, best protected suit, or the suit you wish led, is almost universally agreed to; against a No Trumps declaration, on the contrary, a player should never discard a card which may possibly be good for a trick. The “question of the proper discard at No Trumps” is fully treated of throughout the articles published in the *New York Sun* during the months of June and December, 1901.

When playing against No Trumps, the discard should be from weakest suit, provided an honour is not unguarded or a possible trick hazarded. A singleton should seldom be discarded.—(“*Leigh.*”)

Against a suit or a No Trumps declaration, always make your first discard from the one suit which you do *not* wish your partner to lead you, and your second discard from the other suit which you do not wish led; so that, by a process of elimination, your partner may arrive at a knowledge of the suit which you do want. When obliged to discard twice from your strong suit, you should discard a higher card the first time and a lower one the second, thereby indicating strength in the suit. This is known as the “call for a suit.” The system of the Americans is the direct opposite of ours—they discard from strength.—(*Dalton.*)

From *The Field* we are permitted to copy the letter, addressed by “Red Lancer,” under date Ceylon, August 16, 1905, reviewing the several methods of discarding, as follows:

The authors of the different articles that have appeared on this vexed question, all write as though there were only two ways

of discarding: (1) from strength, and (2) from weakness—whereas there are no less than five quite distinct conventions, all more or less in vogue in different places, the others being (3) the *French discard*, (4) the *seven discard*, and (5) the *circular discard*.

(1) *The discard from strength* is a good deal played in America and more or less among Englishmen. Its advantage is that it tells, by means of a single card, which suit one's partner desires, but this is at the expense of a card of that suit, the strong suit, and the loss of this card may be a very important factor in the game. I think this system of discarding is bad.

(2) *The discard from weakness* is in use by the best players in England, and they are very safe to follow. The principle is to get rid of cards of least value and to show to one's partner which suit to avoid.

(3) *The French discard* is in use over the whole Continent of Europe. Whether in No Trumps or in a suit declaration, a discard of a red suit indicates a call for the other red suit; a discard of a black suit indicates a call for the other black suit. Where, for instance, a red suit is being played and the discarmer wants the other red suit led to him, he discards first his weaker black suit and then the other black suit. It is as good as and perhaps sounder than the discard from weakness alone.

(4) *The seven discard*. A first discard of a seven or higher card represents a call for that suit; a first discard of a card lower than the seven represents weakness.

(5) *The circular discard*, put forward by "Lynx," is described as throwing a high card from the suit above, or a low card from the suit below, the one which discarmer wishes led to him, the suits being considered to be in perpetual rotation in their order of value, *i.e.*, Hearts, Diamonds, Clubs, Spades, Hearts, Diamonds, etc. The objections both to this and to the *seven discard* are so numerous and so obvious that there is no need wasting time upon them.

Now, a few words as to the letters on the subject.

"Hellespont" suggests: "In No Trumps, partner being in possession, discard the weakest suit, dealer being in possession, from best guarded suit. In a suit declaration,

against attacking trump, discard from best guarded suits; against defensive trump, discard from weakest suits."

Mr. Whitfeld advises: "In No Trumps, a player's discard does not indicate his strong suit unless he hopes to get it led almost at once; discard from weakness. In a suit declaration the discard is a matter of judgment." This is a little vague and non-committal.

K. M. says: "In No Trumps, discard from strength; in a suit declaration, from weakness." Mr. Dalton, in his book, advises the discard from weakness. "Badsworth," in his work, says the same. "Keystone," in *Vanity Fair*, says the same.¹

Quot homines, tot sententiae.

"RED LANCER."

The foregoing letter from "Red Lancer" naturally attracted much attention and, in due time, brought forth several communications from which we make only the following extracts: (1) "As to the *circular discard* (which 'Lynx' says goes near being the acme of discards) the odds are about eleven to one that the player can show his suit by a single discard without throwing a card higher than the nine, as compared with a chance of two to one by the *French discard*. The *seven discard* is really an extension of the discard from weakness combined with the echo to show strength in the suit." (2) "Such pure conventions as the *French discard*, the *seven discard*, and the *circular discard* are bad and to be avoided. Play ought to be guided by inferences which would very naturally occur to the good player." (3) A system of discarding in a No Trumps declaration, which is none other than the *circular discard* ascribed to "Lynx," has been adopted for some time past with great success at a social club in the north of London. It is as follows:

¹ See article relating to the "question of the circular discard *versus* the discard from weakness" and letter thereon, from S. W. D. W., of the Atheneum Club, in *Vanity Fair*, May 18 and June 8, 1905.

SUIT REQUIRED.	DISCARD.
Spades	High Heart or low Club
Clubs	High Spade or low Diamond
Diamonds	High Club or low Heart
Hearts	High Diamond or low Spade

The first discard, at any time, is the "call for a suit." A six, or under, is "low." Above a six is "high."

"Red Lancer" wrote again to *The Field*, under date Ceylon, October 24, 1905, denying that the *French discard* is a disadvantage as compared with an intelligent application of the English method, and maintaining that it is infinitely superior to the discard from strength, of which it possesses nearly all the advantages without the accompanying serious disadvantages. In the same publication, appears a letter from "Hellespont," wherein he asserts there can be no hard-and-fast rule for discarding and that the main principle governing a discard should never be subordinated to the subsidiary one of conveying information.

In an article which appeared in *The Asian* of June 23, 1906, reviewing the work of "Red Lancer," the Editor says: "We think the least effective system of discarding is the *French discard*, and the most complete 'Lynx's' *circular discard*. Since, however, no one plan fits all comers, the 'Hellespont' method of a different plan for different conditions approaches nearest to perfection."

THE ELEVEN RULE. THE FOURTH BEST

This rule is by many deemed of such supreme importance that a great deal of space has long been devoted to it by several writers. Most of them deem a thorough comprehension of it to be absolutely necessary for success at Bridge, more particularly in the No Trumps game, wherein it is justly termed the one bright guiding star for the play of third hand.

It was long since the custom of Whist players to always originally lead the smallest of a long suit; then "Cavendish," in 1872, enabled them to show the lowest of five through the lead of the *penultimate*, which development was extended in 1879 by General Alfred W. Drayson, who recommended the lead of the *ante-penultimate* to indicate six cards; and, a few years later, Mr. Foster is said to have introduced the Eleven Rule of the fourth best, showing only three cards higher than the one led, which innovation appears now to be more profitably employed at Bridge than it ever was at Whist.

As "Cavendish" expressed it, instead of counting from the bottom of the suit and calling the card led the *lowest*, *penultimate*, *ante-penultimate*, or *pre-ante-penultimate*, it is better to count from the top of the original suit and call it the fourth best, so that any one can realise the fact that the leader still remains holder of exactly three cards higher than the card he has led.

The American Leads system makes the leading of long suits uniform. The rule of the fourth best card includes the *penulti-*

mate, the *ante-penultimate*, and, if we may coin such a word, the *pre-ante-penultimate* from seven cards.—(Proctor.)

The *penultimate* of "Cavendish" merely advised that a card remained in the hand lower than the one led, no matter how many higher. The American lead of fourth best tells us there are exactly three cards higher than the card led, no matter how many lower. The second lead from the *penultimate* play gave no indication of the quality or the number of the high card left, but the second lead by the American play gives us information of both.—(Pettes.)

The figure eleven, which gives its name to the Rule, was arrived at by counting the cards of a suit from the 2 up to the 10, calling the Knave 11, the Queen 12, the King 13, and the Ace (highest card) 14. Upon the lead of any fourth best card, there remain, of course, unplayed, as many higher cards as there are numbers between it and the Ace, which is 14. Deducting then from 14 the 3 (number of higher cards) which remain in the leader's hand after he has played his fourth best, leaves 11, and, therefore, the difference between the pips on the card led and 11 shows the precise number of cards higher than the one led which are among the other players and *not* in the leader's hand.

A few brief examples will show its working:

I. Suppose you hold Queen, Knave, eight, seven of a suit and lead the seven, which is your fourth best, it indicates that there are $(11 - 7)$ four higher cards in the other three hands. If dummy then lays down three higher cards than the seven, such as Ace, King, nine, it is evident that the fourth higher card, the ten, lies in one of the adversary's hands, and the play on the round will show its exact location.

II. Suppose, when leader opens with a seven, dummy lays down Queen, eight, and another, and third hand holds Ace, Ten, and a small card. It is certain that the dealer cannot beat the

seven, as there are only four cards against the leader higher than the one led, and they are all visible to the third player. If second hand covers the seven with an eight, the third player puts down his Ten, then leads the Ace and a small one, and every trick is assured.

III. Suppose leader opens with a six (showing five higher), that the dummy lays down Knave, seven, four, and that third hand holds King, nine, two, dealer is marked with only one card higher than the six, and that card may be Ace, Queen, Ten, or eight. If the No Trumps declaration was made by the dealer, the probability is that the one card is Ace, or at any rate Queen, in neither of which cases can anything be gained by putting on the King as third hand. In this instance, third hand should play his nine on the six led, whether second hand covers or not, and if his nine is allowed to win, lead King at once in order to clear partner's suit.

IV. Suppose leader opens with a five, that dummy lays down Knave, seven, three, and that third hand holds Queen, nine, six. Dealer can have only one card higher than the five, and if the declaration was made by him, it is likely to be Ace or King. If third hand plays the Queen, it is won by the Ace or King in dealer's hand, and the Knave in dummy remains good for third trick. If, on the other hand, the third player finesse his nine, every subsequent trick in the suit is assured.

V. Suppose leader opens with a seven, that dummy lays down eight, three, and that the third hand holds King, nine, four. The dealer is marked with one card higher than the seven, but in this case its value is absolutely certain. The four missing higher cards are Ace, Queen, Knave, and Ten, and it is positive that the original leader cannot hold either Ace, Queen, Knave; or Ace, Knave, Ten; or Queen, Knave, Ten; for he would have led one of the honours from either one

of these combinations; therefore the cards in his hands must be Ace, Queen, Ten, leaving the Knave plainly marked with the dealer.

The four last examples are taken from the *Saturday Review*; the one following is from "Badsworth."

VI. Suppose the six of Diamonds was led on a No Trumps hand, the leader's partner, who holds the Ace, King, nine, and two, knows that his adversaries have only two higher cards between them, and when the dummy lays down the Queen, eight, four, three, it is readily seen that the dealer cannot beat the six. The leader held Knave, Ten, seven, six, and the dealer held the five.

Contrary to the opinions of others—like *Dalton*, "Badsworth," *Dunn*, "Slam," etc.—"*Hellespont*" protests "most emphatically against the establishment of the fourth-best lead when there are no trumps," saying that "under no possible circumstances whatever can the lead of a three, four, five, or six from a fourth-best leader be of any use at all to his partner."—(*The Field*.) Mr. W. H. Whitfeld indorses this and thinks "there is very little to choose between the lead of the fourth best and the lowest." He believes, however, that the lead of the fourth best is bound to survive.

The views of "*Hellespont*," as above given, appear to remain unchanged, as shown at pages 221 and 444, fifth edition, of his well-known work on Bridge.

Incidentally, it may be mentioned, according to Mr. William Mill Butler, that the *Boston Herald*, not very long ago, published twenty-two hands alleged to have been played by Guillaume Le Breton Deschappelles, whom the celebrated James Clay pronounced to be "the first whist player, beyond any comparison, the world has ever seen," and that some of the hands showed he was quite familiar with the lead of the fourth best. And yet he died as far back as 1847!

THE TWELVE RULE. THE THIRD BEST

For the lead of the fourth-best card, it has been proposed by some players to substitute the more modern lead of the third best from twelve. Robertson and Wollaston, who fully go into the merits claimed for the latter, under the aforesigned caption, maintain that the inferences to be drawn, from player's showing that there are against him only two cards higher than the one led, are very much more useful and simpler than the inferences to be drawn through the fourth best. The reason of this is narrowed down to the fact "that the gap between the third-best card of your long suit and its fourth-best card may be anything from one to nine cards." Mr. Foster maintains that the innovation does not appear to serve any useful purpose, admitting that "some situations can be shown in which it is apparently more informative, just as positions may be picked out that will favour any eccentric method of play."

On the other hand, "Ace of Spades" favours the third best, saying: "In all important respects it appears to possess advantages, while I have not yet in practice found that, compared with the fourth best, it is ever really disadvantageous."

GENERAL HINTS

1. The adopted code of laws governing the game should first be rigidly observed.

2. The *Westminster Papers* maxim deserves repetition here: "We cannot all have genius, but we can all have attention. The absence of intelligence we cannot help; inattention is unpardonable."

3. *At all stages of the game, play to the score.* Let the score, which has justly been termed "the backbone of good play," be always consulted and serve as your guiding light in making, doubling, or passing a declaration and in playing the hand.

[The Scoring Cards should always remain in plain view on the table.]

4. There should be no inflections of voice, no hesitation, before making, passing, doubling, etc.; no such expressions as, for instance, "I am afraid I must make it Spades," "I think I had better pass it," etc.; no intimation, by word or gesture, as to character of hand or denoting either pleasure or displeasure at a certain play. As has very justly been remarked, such expressions as "I must pass" might, preconcertedly, mean "Declare Hearts"; "I think I will pass," could imply "Make it No Trumps," etc.; while by saying promptly, deliberately, unhesitatingly, "I make it," "I pass it," "I double it," "I leave it to you," etc., etc., the impression is conveyed to every one—your partner especially—that you hold no doubtful hand. Avoid the "hesitancy and indicative mannerism" spoken of by "Badsworth." Rigour, the rule.

5. No one should play a card in such manner, nor ask that any particular card be drawn or placed, so as to call especial attention thereto.

6. No player should, of course, purposely incur a penalty, especially through a revoke.

7. Carefully assort your cards and, more particularly when you are dummy, place them in order of sequence and in alternate red and black suits, with the trumps—if any declared—to the right.

8. When collecting the tricks, do so in orderly fashion so that their exact number may at once be ascertained.

9. First practise remembering, at different stages of the game, the *number* of cards that are out in each suit, if you wish to rapidly master the remembrance of the particular *designation* of each card played.

10. Remember partner's original lead. Especially important and always right to return at No Trumps, unless you are satisfied that you hold a much stronger suit or one easier to establish.

11. Against No Trumps, always open from your longest suit. If you possess three or more honours, lead off with one; otherwise lead your fourth-best or third-best card. [Eleven Rule—Twelve Rule.]

12. Bear in mind that the lead is not taken as an invite in Bridge, except at No Trumps.

13. Always *lead* highest of a sequence, unless the card happens to be the Ace, and always *play* and try to win tricks with the lowest of any sequence.

14. If you are sitting on dummy's right, you lead *through dummy's strength*; if on his left, you lead *up to his weakness*.

15. As to finessing, Mr. Hulme-Beaman quotes one of the best Constantinople players as saying: "I would insist upon the necessity of *never, never, under any circumstances whatever,*

finessing against your partner; whatever he leads, you must put on your highest card." (See page 61 for exceptions.)

16. As dealer, if you and your dummy each hold, say, four or five cards of one suit, it may at times be well to discard that suit from the dummy so as to convey the impression that you are weak in that particular suit.

17. As dealer, it is needless to say, one has the advantage over his adversaries, by playing the two hands and knowing exactly what cards are against such hands in all the suits. It is said that the odd trick or more is generally won by dealer more than twice as often as it is by his opponents.

18. Dummy should, properly, not leave his seat, nor look over the hands of others, etc. He should implicitly observe the rules. (American Laws, Sec. 61-64.)

19. It is well to bear in mind that the probabilities are fully three to one in favour of your winning the rubber in the event of your winning the first game.

20. Mr. Dalton notes that an Ace has three uses: to win a trick, to capture a higher card of opponents, and to serve as a card of re-entry.

21. Watch the fall of every card, particularly the discards, and bear well in mind that no card is too small not to be worth registering in your memory.—(*Melrose.*)

LAWS

THE AMERICAN LAWS OF BRIDGE¹

By permission of the Whist Club of New York

THE RUBBER

Section 1. The rubber is the best of three games. If the first two games be won by the same partners, the third game is not played.

SCORING

Sec. 2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honours, Chicane, or Slam.

Sec. 3. Every deal (hand) is played out, and any points in excess of the thirty points necessary for the game are counted.

Sec. 4. Each trick above six counts two points when Spades are trumps, four points when Clubs are trumps, six points when Diamonds are trumps, eight points when Hearts are trumps, and twelve points when there are no trumps.

Sec. 5. Honours are Ace, King, Queen, Knave, and Ten of the trump suit, or the four Aces when no trump is declared.

Sec. 6. Honours are credited to the original holders and are valued as follows:

¹ Attention has been called, in footnotes, only to material differences found in the English Code of 1905 as revised by the joint committees of the Portland and Turf clubs.

DECLARATION.	♠	♣	♦	♥	No TRUMPS.	
Honours.	Each trick above six.....	2	4	6	8	12
	Three honours.....	4	8	12	16	30
	Four honours.....	8	16	24	32	40
	Four honours (all in one hand).....	16	32	48	64	100
	Five honours.....	10	20	30	40	...
	Five honours (four in one hand).....	18	36	54	72	...
	Five honours (all in one hand).....	20	40	60	80	...
Chicane.....	4	8	12	16	...	

Rubber, 100; Grand Slam, 40; Little Slam, 20.

Sec. 7. If a player and his partner make 13 tricks, independently of any tricks gained by the revoke penalty, they score Slam and add forty points to the honour count.

Sec. 8. Little Slam is twelve tricks similarly made, and adds twenty points to the honour count.

Sec. 9. Chicane (one hand void of trumps) is equal in value to simple honours, i. e., if partner of player having Chicane scores honours he adds the value of three honours to his score, while if the adversaries score honours, it deducts an equal value from theirs.¹

Sec. 10. The value of honours, Slam, Little Slam, or Chicane is in no wise affected by doubling or redoubling.

Sec. 11. At the conclusion of a rubber the total scores for tricks and honours (including Chicane and Slam), obtained by each side, are footed up, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

Sec. 12. If an erroneous score affecting honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

¹ Double Chicane (both hands devoid of trumps) is equal in value to four honours, and the value thereof must be deducted from the total honour score of the adversaries.

Sec. 13. If an erroneous score affecting tricks be proved, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING

Sec. 14. The Ace is the lowest card.

Sec. 15. In all cases every player must cut from the same pack.

Sec. 16. Should a player expose more than one card, he must cut again.

FORMING TABLES

Sec. 17. If there are more than four candidates for seats at a table, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first.

Sec. 18. After the table is formed, the players cut to decide on partners—the two lowest playing against the two highest. The lowest is the dealer, who has the choice of cards and seats, and who, having once made his selection, must abide by it.

Sec. 19. Should the two players who cut lowest secure cards of equal value, they shall cut again to determine which of the two shall deal, and the lower on the recut deals.

Sec. 20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the recut are partners and the original lowest the dealer.

Sec. 21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

Sec. 22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

Sec. 23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY AND RE-ENTRY

Sec. 24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of commencing a fresh rubber or of cutting out.

Sec. 25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

Sec. 26. A player who cuts into one table while belonging to another shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event, he may signify his intention of returning to his original table, and his place at the new one can be filled.

Sec. 27. Should any player quit the table during the progress—prior to the conclusion—of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

Sec. 28. If any one break up a table, the remaining players have a prior right to play at other tables.

SHUFFLING

Sec. 29. The pack must neither be shuffled below the table nor so that the face of any card be seen.¹

Sec. 30. The dealer's partner must collect the cards for the ensuing deal, and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently.² The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling, or while giving the pack to be cut, he must reshuffle.

Sec. 31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL

Sec. 32. Each player deals in his turn; the order of dealing goes to the left.

Sec. 33. The player on the dealer's right cuts the pack, and, in dividing it, he must not leave fewer than four cards in either packet; if, in cutting or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

Sec. 34. When the player whose duty it is to cut has once separated the pack, he can neither reshuffle nor recut the cards.

Sec. 35. Should the dealer shuffle the cards after the pack is cut, the pack must be cut again.

Sec. 36. The fifty-two cards shall be dealt face downward.

¹ English Code, Secs. 28, 29: "The pack must not be shuffled during the play of the hand. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table."

² English Code, Sec. 30: "once only."

The deal is not completed until the last card has been dealt face downward.

Sec. 37. *There is no misdeal.*

A NEW DEAL

Sec. 38. There must be a new deal—

- (a) If the cards be not dealt into four packets, one at a time, and in regular rotation, beginning at the dealer's left.
- (b) If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.
- (c) If any cards be faced in the pack.
- (d) If any player have dealt to him a greater number of cards than thirteen.¹
- (e) If the dealer deal two cards at once² and then deal a third before correcting the error.
- (f) If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.
- (g) Should the last card not come in its regular order to the dealer.

Sec. 39. There may be a new deal—

- (a) If the dealer or his partner expose a card. Either adversary may claim a new deal.
- (b) If either adversary expose a card. The dealer may claim a new deal.
- (c) If, before fifty-one cards are dealt, the dealer should look at any card. His adversaries have the right to see it, and either may exact a new deal.
- (d) If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for either adversary to decide as to a new deal. But in all other cases such penalties must be claimed prior to the conclusion of the deal.

Sec. 40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

¹ English Code, Sec. 39: "And any one or more of the others less than thirteen cards."

² English Code, Sec. 39: "Or two cards to the same hand."

Sec. 41. Should three players have their right number of cards, the fourth have less than thirteen and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he, not being dummy, is answerable for any revoke he may have made, as if the missing card or cards had been in his hand. He may search the other pack for it or them.

Sec. 42. If, during the play of a hand, a pack be proven incorrect or imperfect, such proof renders only the current deal void, and does not affect any prior score. The dealer must deal again (Law 38b).

Sec. 43. Any one dealing out of turn or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

Sec. 44. A player can neither cut, shuffle, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

Sec. 45. The trump is declared.¹

No card is turned by any of the players.

- (a) The dealer may either make the trump or pass the declaration to his partner.
- (b) If the declaration be passed to partner, he must declare the trump.

Sec. 46. Should the dealer's partner make the trump without receiving permission from the dealer, either adversary may demand:

- 1. That the trump shall stand, or
- 2. That there shall be a new deal,

provided, that no declaration as to doubling has been made. Should the dealer's partner pass the declaration to the dealer, it shall be the right of either adversary to claim a new deal or to

¹ English Code, Secs. 47, 48, gives words to be used in making and passing the declaration.

compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

Sec. 47. The adversaries of the dealer must not consult as to which of the penalties under the foregoing law shall be exacted.

Sec. 48. If either of the dealer's adversaries makes a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

Sec. 49. A declaration once made cannot be altered.

DOUBLING, REDOUBLING, ETC.

Sec. 50. The effect of doubling, redoubling, etc., is that the value of each trick above six is doubled, quadrupled, and so on.

Sec. 51. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not wish to double, he may ask his partner, "May I lead?" His partner must answer, "Yes" or "I double."

Sec. 52. If either of their adversaries elect to double, the dealer and his partner have the right to redouble. The player who has declared the trump shall have the first right. He may say, "I redouble," or "Satisfied." Should he say the latter, his partner may redouble.

Sec. 53. If the dealer or his partner elect to redouble, their adversaries shall have the right to again double. The original doubler has the first right.

Sec. 54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the maker of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of redoubling may continue as described in paragraphs 52, 53, 55.

Sec. 55. Whenever the value of each trick above six exceeds one hundred points, there shall be no further doubling in that hand, if any player objects; the first right to continue the redoub-

ling on behalf of a partnership belonging to that player who has last redoubled.¹ Should he, however, express himself satisfied, the right to continue the redoubling passes to his partner. Should any player redouble out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the redoubling shall stand, the process of redoubling may continue as described in this and foregoing laws (52 and 53). If any double or redouble out of turn be not accepted, there shall be no further doubling in that hand. Any consultation between partners as to doubling or redoubling will entitle the maker of the trump or either adversary, without consultation, to a new deal.

Sec. 56. If the eldest hand lead before the doubling be completed, his partner may redouble only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

Sec. 57. When the question, "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the doubling expresses himself satisfied, the play shall begin.

Sec. 58. If the eldest hand lead without asking permission, his partner may only double if the maker of the trump consent. If the right-hand adversary of the dealer says, "May I play?" out of turn, the eldest hand does not thereby lose the right to double.

Sec. 59. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent.

¹ English Code, Sec. 58, says that the process of redoubling may continue "until the limit of 100 points is reached."

The limit of 100 points on the value of the tricks when doubled and redoubled does not seem to prevail in Australia, says a correspondent of the *Sporting News*, who recently told of an occasion when the Hearts make was doubled up to 512 a trick at the Perth Club, W. A.

In this case no penalty can be exacted after the dummy hand or any part of it is on the table, since he (dummy) has accepted the situation.

Sec. 60. A declaration, as to doubling or redoubling, once made, cannot be altered.

DUMMY

Sec. 61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

Sec. 62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which he may have renounced. Until the trump is declared and the dealer's partner's hand is exposed on the table, he has all the rights of a player and may call attention to any irregularity of, or to demand, equally with the dealer, any penalty from, the adversaries.

Sec. 63. If he should call attention to any other incident of the play, in consequence of which any penalty might be exacted, the fact of his so doing precludes the dealer exacting such penalty. He has the right, however, to correct an erroneous score, and he may at any time during the play correct the claim of either adversary to a penalty to which the latter is not entitled. He may also call his partner's attention to the fact that the trick has not been completed.

Sec. 64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consultation with his partner, call on the dealer to play or not to play the card suggested.

Sec. 65. Dummy is not liable to the penalty for a revoke (as his adversaries see his cards), and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

Sec. 66. When the dealer draws a card from his own hand, such card is not considered as played until actually quitted, but should he name or touch a card from the dummy hand, such card is considered as played, unless the dealer in touching the card or cards says, "I arrange," or words to that effect.

CARDS EXPOSED BEFORE PLAY

Sec. 67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either adversary may, without consulting with his partner, claim a new deal.

Sec. 68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or redouble which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either call the card or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY

Sec. 69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

Sec. 70. The following are exposed cards:

1. Two or more cards played at once.
2. Any card dropped with its face upward, or in any way exposed on the table, even though snatched up so quickly that no one can name it.
3. Every card so held by a player that any portion of its face may be seen by his partner.

Sec. 71. A card dropped on the floor or elsewhere below the table is not an exposed card.

Sec. 72. If two or more cards be played at once by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card

or cards shall remain face upward on the table and may be demanded at any time.

Sec. 73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card, or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

Sec. 74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the dealer are not liable to be called. If the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, he may be required to place his cards face upward on the table. The adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

Sec. 75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 91, and 100), fail to play as directed; or if, when called on to lead one suit, lead another, having in his hand one or more cards of the suit demanded (Laws 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82, and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

Sec. 76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously led, or

may call a suit when it is next the turn of either adversary to lead.

Sec. 77. If the dealer lead out of turn, either from his own hand or dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

Sec. 78. If any player lead out of turn and the other three follow him, the trick is complete and the error cannot be rectified; but if only the second or second and third play to the false lead, their cards may be taken back; there is no penalty against any one except the original offender, who, if he be one of the dealer's adversaries, may be penalised as provided in Law 76.

Sec. 79. In no case can a player be compelled to play a card which would oblige him to revoke.

Sec. 80. The call of an exposed card may be repeated at every trick until such card has been played.

Sec. 81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

Sec. 82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

Sec. 83. If any one, not being dummy, omit playing to a former trick and such error be not discovered and corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

Sec. 84. If any one (except dummy) play two cards to the same trick¹ and the mistake be not corrected, he is answerable

¹ English Code, Sec. 88, adds: "or mix a card with a trick to which it does not properly belong."

for any consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

Sec. 85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

Sec. 86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

Sec. 87. The penalty is applicable only to the score of the game in which it occurs.

Sec. 88. Under no circumstances can the revoking side score game, Slam, or Little Slam in that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score toward game than twenty-eight.

Sec. 89. A revoke is established if the trick in which it occurs is turned and quitted, i. e., the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

Sec. 90. A player may ask his partner if he has no card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or

unless the revoking player or his partner has led or played to the following trick.

Sec. 91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards, liable to be called. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card, and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced; but this penalty cannot be exacted from the dealer.

Sec. 92. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

Sec. 93. A revoke must be claimed before the cards have been cut for the following deal.

Sec. 94. Should the players on both sides subject themselves to the revoke penalty, neither can win the game by that hand.

Sec. 95. The revoke penalty may be claimed for as many revokes as occur during a hand; but in no event can more than thirteen tricks be scored in any one hand (see Law 7).

GENERAL RULES

Sec. 96. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

Sec. 97. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 84) until the end of the hand.

Sec. 98. Any player during the play of a trick, or after the four cards are played and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

Sec. 99. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the dealer may require the opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

Sec. 100. Should either of the dealer's adversaries, during the play of a hand, make any unauthorised reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

Sec. 101. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

Sec. 102. Where the dealer or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS

Sec. 103. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the

new cards, shall have the choice. New cards must be called for before the pack is cut for a new deal.

Sec. 104. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

Sec. 105. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

HOW OTHER BRIDGE GAMES ARE PLAYED

Dummy Bridge

Dummy Bridge is played ordinarily in single games instead of rubbers, by three persons, the winner of the game adding fifty points to his or her score. The original dummy remains such during entire game, or during rubber if such is played. Dummy is held by player who draws, or cuts, the lowest card, and he always has first deal. Dealer's left-hand adversary is the only player who has privilege of going over. Otherwise, the play is same as in ordinary Bridge.—(*W. M. Butler.*)

To the above should properly be made these important additions: If dealer is partner of dummy, he must make declaration before looking at the other hand. The left-hand adversary cannot go over (double) if he has previously looked at the hand dealt out at dealer's right.

There are several ways of playing the game, but the above is the most simple. The others involve one or more combinations, such as, for instance, the change of seats at every deal, the exposure of two hands, the passing of the declaration, as well as the compulsory make for dummy. This compulsory make is declared to be No Trumps if dummy holds either four or three aces; if dummy does not hold three Aces, his numerically longest suit must be called; if he holds two or three suits of equal length, the strongest in pip value (Ace counting 11 and each honour 10) is selected; if he holds suits of equal strength, the one having highest trick value must be declared.

Double Dummy Bridge

This is played by two players only. They keep their places throughout the rubber.

They both cut, deal alternately, and make or pass declarations as at Dummy Bridge. The lowest card has first deal.

When dealer has to pass the declaration to his partner, the same compulsory make attaches as explained for Dummy Bridge—acting as a handicap to his seeing the contents of two hands.

Either player is liable to penalty for revoking in his own hand but not with that of dummy.

Leader must decide whether or not he will double before looking at his partner's hand, else he would have the advantage of seeing twenty-six cards and of making his double accordingly.

The dummy hands are exposed after any doubling is made but before a card is led.

According to the files of *To-Day and London Opinion*, the subjoined is one of *the most brilliant* double dummy problems known—"It is probably *the most ingeniously perplexing one ever constructed*, for, providing East and West play correctly, North and South, who win the odd trick, can only do so by opening game with one particular card." The hands are as follows:

	<i>Spades</i>	<i>Hearts</i>	<i>Clubs</i>	<i>Diamonds</i>
W	10, 9, 6, 5	A., Kg.	Kg., Qu., 4	Qu., 6, 5, 2
N	Kg., 8, 7, 2	Qu., Kv., 10, 3	9, 7, 3, 2	Ace
E	A., Qu.	9, 8, 2	10, 8, 6, 5	10, 8, 7, 4
S	Kv., 4, 3	7, 6, 5, 4	A., Kv.	Kg., Kv., 9, 3

Spades trumps. S. leads. Score, 4 all.

Duplicate Bridge

For this game, it is necessary to provide such trays as are used in Duplicate Whist, in order to carry the cards from one table to another.

There must first be appointed a master of ceremonies whose duty it will be to supervise everything except the individual scores of players, and after making up any required number of tables from 2 to 36, these are suitably numbered and each given a scoring sheet and a pack of cards, with which latter deals and declarations are made as at four-handed Bridge.

The individual cards are not, however, gathered into separate tricks, but are left before each player and, when each trick is completed, they are turned over face downward on the table, in such manner that the longer side of the card is made to point in direction of the winners (perpendicularly to the nearest edge of the table) while the losing tricks are made to point the other way. Thus the four cards of a trick are all made to point in the same direction.

At conclusion of hand, each player takes up his thirteen cards and, after suitably shuffling them, they are placed in a marked tray or holder which is then carried in the same position to the adjoining table. When the cards at different tables have thus been disposed of, a signal is given and all the players—usually designated as North, South, East, and West—change their seats and go to other tables so that No. 1 holder goes to No. 2 table, No. 2 to No. 3, and so on, till all players have made a circuit of games at all the tables, or until the agreed schedule has been completed and all the players on one side have met those of the other.

Specially prepared score cards show the points and honours

won or lost, and player's side showing larger balance is, of course, declared the winner.

This game has not apparently met with as much favour as was anticipated, it is said, owing mainly to the wide variations attaching to the different declarations and to the natural confusion frequently arising through the use of many trays, the method of arranging the cards and also of scoring, as well as from the numerous changes in tables, especially during large tournament plays.

See the analysis of plays at Duplicate Bridge by Mr. Foster in *New York Sun*, January 13, 20, 27, 1901.

Auction Bridge

This game, which is apparently but little known here, as yet, is intended for three or four players. It has in it the requisites for popularity and will undoubtedly supplant the four-handed game in many quarters.

As its name implies, the declaration must fall to the highest bidder.

Game consists of four deals, affording one deal to each player in turn. The lowest card cut has the first deal. No rubbers. No doubling.

Instead of the dealer or his partner having privilege of making any declaration, each player in turn, beginning with the dealer, can make such bid (without naming selection) as he thinks his hand and that of his partner will warrant, and the player making the highest bid plays with his partner's hand exposed on the table as in the four-handed game.

Tricks are thus scored: Misery 14, No Trumps 12, Hearts 8, Diamonds 6, Clubs 4, Spades 2, and the order of bids is from the lowest (Spades) up to the highest (Misery).

Honours are scored by the difference in totals according to

the players winning them in tricks but not to the original holders. In a black suit, honours count 2 points each, in a red suit 4 points each, and in both Misery and No Trumps, the Aces count 6 points each. The last Ace played in each hand is always scored double in order to avoid ties in the honour score. There is no Chicane, but there are Grand Slam and Little Slam.

The dealer's bid stands unless one of his adversaries makes a higher one (eldest hand having the first exclusive right to raise) and, in latter event only, the dealer has prior right to raise his own or his partner's original bid. Should either of the adversaries, after that, again overbid the dealer, then the dealer's partner has opportunity to raise. If the partner does not avail of the chance, it is again the privilege of the dealer to increase his bid. When final bid is settled, the game proceeds in ordinary fashion.

When a trump declaration is made, all tricks over the "book" count toward the score, but if declaring side fails to make the odd trick they lose double the value. Should Hearts be declared, for instance, and the declarers lose 2 by tricks, the adversaries would count $8 \times 2 \times 2 = 32$ points, in addition to the honours contained in the tricks.

When a No Trumps declaration is made, the declarer must present to the adversaries one of the tricks he has won as shown by the difference in respective totals. Thus, if the declarer makes No Trumps and wins 10 tricks in all, he gives one trick, which leaves him but 9 against 4, thus establishing a difference of 5 tricks or (5×12) 60 points.

In Misery, there are no trumps, and the object is to win as few tricks as is possible, the declarer being given by his opponents two tricks after the hand is played. So, if the declarer of Misery manages to win in all but three tricks, two more tricks are presented to him, making a total of 5 to 8, or a difference of

three tricks between the two sides, which makes (14×3) 42 points for the declarer. Had the declarer won as many as five tricks, the two tricks added would have made seven in all, or one trick to the bad, and his opponents would score double the value of that one trick, or (14×2) 28 points.

Honours, of course, similarly count against the players winning them.

Progressive Bridge

In most progressive card games, partners at the different tables are changed at end of each game, and Progressive Bridge is played, on the whole, pretty much in the same manner as is Progressive Euchre. Some have called this Drive Bridge.

Modifications are being introduced, as is the custom in nearly all games, but the method most in vogue at present writing appears to be the following:

Two hands are dealt around at each table. After playing four deals, the trick and honour scores are added up together and recorded upon tally sheets held by each player to be handed to the umpire, then, at a given signal, the winners separate from the losers, who remain seated, and go to another designated table, either above or below, where they join and play against the former losers at said table.

Another method is to have the winners separate, one going to the table above and the other to the table below the one they formerly occupied; and still another method is to have the losers remain at each table but change a seat so as to always play against one another in subsequent deals.

At each change of table, a new cut is, of course, made for deal, and, at conclusion of the number of deals, usually 24, named for game, the respective prizes are naturally given to those making highest total scores.

Three-Handed Bridge or Cut-Throat Bridge

This is another game for three players; but it is *all against all*, hence its peculiar name of cut-throat.

Lowest card, as usual, has first deal and plays dummy for that hand. Holder of next lowest card sits at left of dealer and the third player on his right. Dealer makes declaration or passes to his dummy, for whom compulsory makes follow as indicated in Dummy Bridge.

When the first hand is finished, player on dealer's right moves into dummy's vacant seat and the player on dealer's left plays with a dummy, and so on, till completion of rubber—player on dealer's right always moving into the vacant seat.

Rubber consists of four games of 30 points each. Each honour is worth one trick and, in No Trumps, each Ace counts 10. The winner of a game scores 50 points and the first winner of two games adds 50 additional points, making a total of 100 points for winning the rubber.

Dealer scores value of his winnings as in the four-handed game, but whatever he loses is credited invariably above (not below) the line to each of his opponents, who likewise score whatever honours are against the dealer.

When rubber is completed, the difference between the total of the winner and that of each of the other two players is settled; the third player also crediting to the second such difference as exists between their respective scores.¹

¹The principal points of difference between the Cut-throat Bridge and the Dummy Bridge are that, at Cut-throat Bridge, each player has dummy in turn for only one hand and that when a player has won his first game, the other two players do not lose any points scored by them below the line, but retain them toward their respective first games.—(Dalton.) We would suggest

Misery Bridge

This is a game for two players, and although four hands are dealt out as at ordinary Bridge, but three are actually played with, the remaining hand being used by the dealer as "stock," from which he has the right to draw four or less cards, *after* having discarded a like number, face upward, from his own hand. After thus discarding and drawing, the dealer declares either No Trumps or one of the suits, as in ordinary Bridge, and the "stock" cards are no more made use of. The arrangement of the hands around the table is as follows:

To the left of the dealer is the "stock" hand, and opposite to the dealer sits the other player, who plays against him with his own hand in conjunction with the dummy hand, which faces that of the "stock."

To add to the variety of the game, its inventor, Mr. Oswald Crawfurd, C.M.G., has introduced a *joker*, called *Cato*, which is the Three of Clubs. "This card beats every card in the pack, trumps included, but reverts to its ordinary value when No Trumps or Misery are declared. As regards the latter declaration, from which the game takes its name, the dealer, if he does *not* discard from his hand, may declare Misery. In this case, he scores 5 for every trick made by his opponent over six tricks, but the dealer must only win one trick, as if he takes more he that dealer, on leaving declaration to his dummy, be allowed to state the minimum of points on which he is to call No Trumps.—(Achison and Lindsell.)

The rules for doubling at Cut-throat Bridge are same as at Dummy Bridge, according to the English code, *i.e.*: Adversaries can double as at the ordinary game and dealer has right of redoubling although he has seen the two hands, but he cannot again look at his own hand before deciding to redouble. In the American game, leader alone can double, as at Dummy Bridge, and likewise, if the dealer has seen the two hands he cannot redouble. When dummy becomes leader, he alone has right to double; his partner must look at dummy's hand and lead from it before looking at his own hand.

cannot score at all and his adversary scores 5 for every trick he takes over one. There are no honours in Misery Bridge and no doubling by the non-dealer, but the dealer can double the value of his own declared trump by stating he will win eight tricks. Should he fail, his opponent scores 10. The scoring is same as for ordinary Bridge with above exceptions."—("Knave of Clubs.")

Recent correspondents of *The Field* are to be credited with the announcement of King's Bridge as well as of the three games that follow—Draw Bridge, Short Bridge, and Reversi Bridge. As no thoroughly satisfactory explanations of the games are given, we add what little has thus far been obtained and append in each case some of the editor's remarks.

King's Bridge

With King's Bridge, there are two drawbacks. The first and smaller is that the variation from the original game makes the rubber too long, and the second and more serious objection is that dummy is a loser whichever side wins the odd trick.

Draw Bridge

Is a game for two players, invented by J. W. Gates and C. Vidal Diehl. Four hands are dealt and, as soon as the first card is led, both of the dummy hands are placed in specially contrived stands, like our Two-Handed Bridge Whist boards, which permit of each player seeing and selecting the cards in his own dummy, but prevent his seeing the cards belonging to the dummy hand of his adversary. One great objection to the laws of this particular game is that on a pass, the absurd method of determining the declaration in use at double dummy is retained.

Short Bridge

Differs from the usual forms, in that doubling is not at the option of players. No scores above the line.

Reversi Bridge

Suitable for progressive Bridge parties. Object of players is to make as few tricks as possible. No scoring above the line.

In his "Researches," London, 1816, page 266, Samuel W. Singer alludes to "Reversis" as an old French game wherein to make *no tricks* "was an advantage." He adds that "the strange incongruity of this inverted order of things made the Spaniards give to this game the appropriate denomination of *La gana pierde*—the winner loses."

GLOSSARY

Ante-penultimate.—The last but two. The lowest card but two of a suit. “The lead of the last card of a suit but two, first announced by General A. W. Drayson in 1879, to indicate the possession of six cards.”—(Butler.) In a suit of Queen, Ten, 9, 8, 7, 6, the 7 being the penultimate, the 8 is the ante-penultimate.

Answer or Response.—The action of the dummy when he spreads his cards on the table.

Bath Coup.—Played as follows: Leader, for instance, opens a King, Queen suit, with one of the honours, and an adversary, holding Ace, Knave, and one or more others, plays small card to the first round—idea being to obtain advantage by holding tenace over leader and thus completely commanding his suit. . . . It may be played safely and often quite successfully at Bridge in trump suits; in plain suits it is often risky, for the second round of the suit may be trumped, perhaps, by the *partner* of the player who holds the Ace.—(Dunn.)

Best Card.—The best one still unplayed in the suit.

Blind Lead.—The first, initial, original play made by the leader.

Blocking.—Getting into your partner’s way by keeping back master card of a suit and thus preventing its being established. Unblocking (Plain Suit Echo) is the reverse.

Blue Peter.—Also called “Trump Signal,” likewise the “Call for Trumps,” which latter could not well, of course, be confounded with the “Call for a Ruff.”

Book.—The first six tricks taken by either side. Every trick taken above the “book” counts toward game.

Bringing in a Suit.—To secure tricks in it, after it is established.

By-cards.—The number of tricks won above the “book.” For instance, nine tricks equal three by-cards.

Call for a Ruff.—At Trumps, playing on first round led by

partner a higher card than is played on second round, is intimation that you have no more of the suit and desire it led for a ruff.

Call for a Suit.—Used at both Trumps and No Trumps. It consists in discarding an unnecessarily high card before a lower one to indicate strength in the discarded suit.

Call for Trumps.—See Blue Peter.

Card of Uniformity.—Name given by N. B. Trist to the fourth best.

Cards of Re-entry.—Winning cards which are retained so that the holder may with them again obtain the lead.

Carte Blanche.—A hand containing no King, Queen, or Knave.

Chicane.—See Table of Scores, also The American Laws, Sec. 9.

Circular Discard.—Same as Rotary Discard.

Clearing a Suit.—Forcing out all cards of a suit likely to interfere with establishing

Cold.—Applied to a card, means that it is unaccompanied by a card of re-entry (left out in the cold).

Command.—Holding the best card or cards of any suit with which holder may at any time control it. See Master Card.

Compulsory Finesse.—See Finesse.

Convention.—Method of play conveying information to partner.

Covering.—Playing higher card on a trick, as, for instance, playing Ace second hand upon King led. Also termed "Going Up."

Cross Ruffing.—When a player and his partner can alternately trump suits.

Dealer.—See Fourth Hand.

Defensive Declaration.—One made more for the purpose of saving game than for scoring.

Deschappelles' Grand Coup.—“Undertrumping partner, or throwing away a winning card, to avoid lead when leading would involve loss of one trick out of two, both of which might be made were the coup player led up to. . . .”¹

¹ “. . . This is Whist . . . few understand it . . . even the great high-priest of the signalling system knows so little of the *Grand Coup* that a dozen editions of his book on Whist contained an erroneous example of it.”—(Rich. A. Proctor, in *Longman's Magazine*.)

Deschappelles' coup, *i. e.*, sacrificing high card of a suit, so as to obtain its early command for partner, which, Mr. Melrose says, may occasionally be of great

Discarding.—When unable to follow suit, throwing away some card of another suit which is not trumps.

Double Chicane.—See Table of Scores, also The American Laws, Sec. 9.

Double Tenace.—See Tenace.

Doubleton.—An original two-card suit. See Singleton, Trebleton.

Doubling.—Increasing the value of trick points. Same as "Going Over."

Doubtful Card.—One which may or may not win the trick. For instance, King is led as a doubtful card when real holder of Ace is unknown.

Down-and-Out Echo.—At Trumps only, upon your partner's lead of King, should you be able to hold third trick of the suit either with the Queen or with a trump, echo by playing first high, then low, on partner's lead.—(Steele.) If, for instance, you hold Queen, Six, Two, and partner leads King, play the Six, and, when he follows with Ace, drop the Two, showing you are either out of the suit and can trump it or have Queen and can win the trick.—(Foster, and "To-Day.")

Ducking is to maintain the command by declining to take possible tricks. See Holding Up.

Dummy.—The player whose cards are exposed on the table. The dealer's partner.

Duplicate.—A modification in which each hand is played more than once—usually in tournaments.

Echo.—At Bridge, against No Trumps, playing an unnecessarily high card in partner's suit means that you hold four or more of the suit.—(Dalton.) Signal to show ability to win the third round of the suit either with trump or high card. At No Trumps, echo encourages partner to continue the suit.—(Elwell.) Mr. Foster has shown in his New York *Sun* articles the many different ways in which the Echo could be used, remarking that many of the leading writers were not quite agreed as to best way of playing it.

service at Bridge in a No Trumps declaration, is well illustrated by J. B. Elwell ("Analysis" Hand 7, also "Advanced Bridge," 1904, pages 215 and 245), likewise by C. D. P. Hamilton at page 495 of his "Modern Scientific Whist."

Eldest Hand.—The player on dealer's left; the one who makes the opening lead.

Established Suit.—When one player (also one side) holds complete control of the suit—that is, when no adversary can take a trick in it.—(*Shelby.*) When you or your partner are able to take all the tricks in it.—(*Butler.*) When you are in position, with the lead, to make successive tricks in it . . . with nothing but trumps to arrest you.—("Badsworth.")

Exposed Card.—Any card which is shown but is not played to a trick. Exposed cards are liable to be called. See American Laws, Secs. 67-75.

False Card.—A card played contrary to conventional rules, such as, for instance, playing the Ace when holding the King, thus misleading as to the cards held.

Finesse.—To try to take a trick with a card which is not the best you could have played. For instance, when holding Ace, Queen, and others, to play the Queen upon a low-card lead, hoping the King lies to your right.—(*Butler.*) *Murray's Dictionary* thus quotes Cavendish's definition of this stratagem: "A finesse is an endeavour, by second or third player, to obtain or keep the command of a suit by heading a trick with an inferior card, although holding a higher one of the suit not in sequence. Mr. Melrose points out, at page 180, "Bridge Whist," 1901, how a Compulsory or Obligatory Finesse may be of the utmost importance. Finessing generally is well illustrated by Mr. C. S. Street (Hands Nos. 36 and 37), while Mr. Elwell shows very effectively ("Analysis," Hand No. 2), "the forcing of discards to locate a finesse," and Mr. Foster ("Bridge Manual," 1901, page 120), how the Eleven Rule finesse is to be recommended.

First Hand.—The first player to any trick at any stage of the game.

Forcing.—Leading a card which the adversary *must* trump in order to take it. See Ruffing.

Fourchette.—Two cards of a suit, one being next higher and the other next lower in value to card led. For instance, the Knave and Nine are a fourchette when the Ten is led.—(*Butler.*) See Tenace.

Fourth Best.—The fourth card (in value) of a suit, counting from the top downward.—(*Shelby.*) See article, “The Eleven Rule.”

Fourth Hand.—The player to right of leader—the dealer. Latter is represented by the letter Z in all illustrated charts or diagrams; his partner, the dummy, being designated as Y, the leader as A, and the pone as B.

French Discard.—See article “The Discard.”

Going Back.—Same as Redoubling.

Going Over.—Doubling the value of trick points. “I go over,” means “I double.”

Going Up.—Same as Covering.

Grand Slam, or Great Slam.—See Table of Scores.

Guarded.—A high card is guarded when it is so protected by one or more smaller cards that it cannot be taken by the adversaries’ higher cards. Properly, a King needs one additional card, a Queen two, and a Knave three other cards to be suitably guarded.

Hand.—The handful of cards held by each player at beginning of the game.—(*Murray’s Dictionary.*)

Holding Up.—Underplaying or refusing to play best card of a suit so as to retain command of it. For instance, when King is led, the second hand to refrain from playing the Ace thereon.

Honours.—See Table of Scores. In a suit declaration, the Ace, King, Queen, Knave, and Ten; in a No Trumps declaration, the four Aces.

Irregular Lead.—One that is neither fourth best, third best, nor from any high combination.

Jeu de Règle.—Rule of play.

King Card.—See Master Card.

Leader.—The player who leads the first card in any round.

Leading Through.—Leading a suit in which your left-hand adversary is strong.

Leading Up To.—Playing a suit in which your right-hand adversary is weak.

Le Grand Coup.—See Deschappelles’ Grand Coup.

Little Slam, or Small Slam.—See Table of Scores.

Long Suit.—A suit consisting originally of four or more cards. See Strong Suit.

Losing Card.—Any card that is unlikely to (or cannot) take a trick.

Love.—No score. To play for love is to play without stakes.—(*Shelby.*) The partners who have not scored are said to be at the point, or at the score, of love.

Love-All.—Nothing to nothing. The state of the score before either side has made a point.—(*Shelby.*)

Major Tenace.—See Tenace.

Make.—Another word for the declaration.

Master Card.—The best card remaining of a suit. Also called the King Card: when the Ace, King, and Queen, for instance, have been played, the Knave is the master or king card.

Minor Tenace.—See Tenace.

Misdeal is a deal in which some player is given less than thirteen cards. No misdeal at Bridge: American Laws, Sec. 37.

Missing Suit.—One of which no card is held, or so very weak that it cannot be counted on for a trick.

Obligatory Finesse.—See Finesse.

Odd Trick.—The first trick over the “book” of six; the seventh trick.

Original Lead.—The initial lead of the game. The first lead made after cards have been dealt and prior to dummy exposing his hand.

Pass.—The dealer passes when he leaves the declaration, or make, to his partner, the dummy.

Penultimate.—The last but one; next before the last. See Antepenultimate.

Peter.—See Blue Peter.

Pip.—One of the spots on dice or on playing cards: thus, the Ace has one pip; the Ten, ten pips.—(*Century Dictionary.*)

Plain Suit.—A suit that is not trumps.

Plain-Suit Echo.—When there is no trumping to be done, the down-and-out echo is useless, and the plain-suit echo takes its place.—(*Foster.*) The leader should always be on the lookout for his partner's making the plain-suit echo, which is done only when holding *exactly four* cards of leader's suit. For instance: Leader holds Ace, King, Ten, 6, 5 and third player holds Knave, 8, 3, 2. Leader plays Ace and third

player plays 3; leader next plays King and the third player plays 8. If he goes on with the suit, third player may play Knave to third round. Thus leader's suit is not blocked.—(*Dunn.*) See Unblocking.

Playing to the Score.—Laying aside normal rules of play by reason of the condition of the score.

Pone.—The third hand. The younger hand. The player on right of dealer. The leader's partner. The cards having been shuffled, the dealer passes them to the pone to be cut.

Protected Card.—See Guarded.

Protective Declaration.—Same as Defensive Declaration.

Quart.—Any four cards in sequence. Quart Major: the highest four cards in sequence, viz.—the Ace, King, Queen, Knave of any suit.

Quint.—Any five cards in sequence. Quint Major: the Ace, King, Queen, Knave, Ten of any suit.

Quitted Trick.—One that has been turned and quitted, i. e., collected and left face downward upon the table. See American Laws, Secs. 89 and 97.

Redoubling.—Doubling an already doubled make or declaration. Sometimes called "Going Back."

Re-entry.—See Cards of Re-entry.

Renounce.—Failure to follow suit for want of cards of that suit.

Reverse Discard.—According to General Drayson: "When discarding and wishing to give the opposite meaning to the usual discard indication, reverse the order, that is, signal, and it indicates the reverse of the usual discard."

Revoke.—When a player holds one or more cards of the suit led, yet plays a card from a different suit. The revoke penalty takes precedence of all other scores—tricks score next—honours last. See American Laws, Secs. 85–95.

Rotary Discard.—Method of discarding whereby the suits are given an arbitrary order, so that a discard from one means strength in the next in order. It was first proposed at Whist by Mr. P. J. Tormey, who said that it endowed the card with twofold information. "It should not be countenanced."—(*Foster.*) "Beneath notice."—("Cavendish.") See, also, article "The Discard."

Rubber.—Is the best of three games. American Laws, Sec. 1.

Rubber Game.—The decisive game in a series. At Bridge, as at Whist, if the first two games are won by same players, the third game is not played.

Ruffing.—Trumping a trick willingly. The act is termed “a ruff.” See Forcing.

Sans Atout.—Without trumps—no trumps.

Sans Atout Forcé.—A compulsory declaration of No Trumps.

Scoring.—See Table of Scores.

Second Hand.—The second player to any trick at any stage of the game.¹

Seesaw.—Is same as cross-ruffing.

Sequence.—Two or more cards (of consecutive value) in regular order as to rank. Ace, King is a sequence of two cards. Three cards in a sequence is a tierce, hence Ace, King, Queen is a tierce major. See Quart, Quint. A suit of Ace, King, Queen, 3, 2 contains a *head sequence*; Ace, Knave, Ten, 9, 3, an *intermediate sequence*; Ace, 9, 8, 7, an *under sequence*; Ace, King, Queen, 9, 8, 7 contains a *head sequence* and a *subordinate sequence*.—(*Hamilton.*) In the distribution of cards, sequences are in favour of the dealer, while tenaces are in favour of the adversaries.—(*The Field.*)

Seven Discard.—See article “The Discard.”

Short Suit.—A suit originally consisting of less than four cards. To make partner clearly understand you are leading a short suit (and not the fourth best of a long one) customary to lead highest card.—(*Elwell.*) As stated in the Eleven Rule article, Mr. W. H. Whitfeld thinks there is little to show between lead of fourth best and lowest.

Signals.—See Unnecessarily High Card.

Simple Honours.—The possession of three honours out of the five in a suit declaration.

Singleton.—Only one card of a suit dealt to a player. The worst of all possible leads at Bridge.—(“*Badsworth.*”)

Slam.—See Table of Scores.

¹ General Maxims: Second hand plays low—Cover an honour with an honour—Cover any card led by dealer, if it is obvious dummy will pass it in case you do not cover.—(*Dalton.*)

Strong Suit.—“I call four the normal number in strong suits. It is the type; more than four is very strong.”—(“*Cavendish.*”) See Long Suit.

Supporting Cards.—Such as are played to strengthen partner’s hand.

Tenace.—Matthews uses this French word in its proper sense: it means “the hold a player has on the suit.”—(*Knowledge.*) The best and third best, or the best, third best, and fifth best cards of a suit: Ace, Queen, and Ten constitute a double tenace.—(*Shelby.*) When a fourchette occurs in an honour score it is called a tenace—Ace, Queen being the major tenace and King, Knave the minor tenace.—(*Steele.*)

Third Best.—See article, “The Twelve Rule.”

Third Hand.—The leader’s partner, or pone. The third player to any trick.

Tierce.—A sequence of three cards. A tierce to King, is King, Queen, and Knave. See Sequence for tierce major.

Top-of-Nothing Lead.—Is lead of top card from short suit. In the Howell system, the 8, 7, 6 spots are always led from “the top of nothing.”—(*Butler.*) The high-card leads from strength, in Bridge, are Ace, King, Queen, and Ten, the Knave being always “the top of nothing.”—(*Foster.*)

Trebleton.—An original three-card suit. See Doubleton, Singleton.

Trousseau Hand.—A little of everything.

Trump Signal.—“*Portland*” speaks of the inutility of the call for trumps at Bridge, but says it has nevertheless its supporters, notably Mr. Archibald Dunn, and also “Badsworth,” whom he considers one of the finest exponents of the game. Against a suit declaration, it means that you hold but one more card of the suit and can trump it on third round. The signal should never be used if one of the two cards is an honour.—(*Dalton.*)¹ Mr. Foster tell us that the trump signal is never used at Bridge, because if a player is strong enough to signal, he should have been strong enough to go over. “Hellespont,” on the

¹ While a call for trumps would be sometimes advantageous, the power of showing only two of a suit is so much more frequently desirable that the signal (now universally used and *practically the only signal possible in Bridge*) should be allotted exclusively to the latter.—(“*Pontifex.*”)

other hand, says: "It does not seem sound to maintain that, because, at Bridge, a player has the privilege of doubling, therefore it is unnecessary to afford him any facilities for calling for trumps." At page 202, fifth edition, of his well-known work, "Hellespont" names three ways in which player may call for trumps: (1) playing to first and second rounds of suit led by one's partner, a higher card than on the third; (2) playing a higher card to first round, and a lower to second round, of a suit led by dealer's side; (3) discarding a higher, then a lower, card to two winning cards led by one's partner, when unable to follow suit.

Unblocking.—Consists in varying your normal style of playing, in order to get out of partner's way in a suit, so that he can continue it. Applies mainly to No Trumps hands, although important in Trumps. —(Smith.) Unblocking plays must not be confounded with the system called "Down and out," which is never used except when playing against a declared trump; not an unblocking play, but an invitation to partner to go ahead and force you.—(Foster.) In *The Field*, October 11, 1884, appeared the first of nine articles . . . by which "Cavendish" reduced the unblocking play to a system which he called the Plain-Suit Echo and which he afterward termed the Unblocking Game. The latter has since been admirably illustrated by C. D. P. Hamilton in his "Modern Scientific Whist." See Blocking, Plain-Suit Echo.

Underplay.—After the first round of a suit opened by left-hand opponent, when you hold the best card, it is often advantageous to lead a low card of the suit through the original leader. This is termed underplay.—(Fisher Ames.) For instance: Dealer declares No Trumps on—Hearts, Ace and three small; Diamonds, Ace and three small; Clubs, Ace and two small; Spades, two small, and the dummy's exposed hand contains five or six Spades headed by Ace, King, and only small cards in other suits. Dealer should lead small Spade when obtaining the lead and play small Spade from dummy on first round, as, by reserving Ace and King for second and third rounds, the lead will remain with dummy for the fourth.—(Steele.) See Holding Up.

Unnecessarily High Card.—*Playing it* signifies, (1) at the No Trumps call, that you hold four or more of the suit (see Echo);

(2) at the Trumps declaration, that you hold only one more of the suit (see Call for a Ruff, Trump Signal). *Discarding it*, either against a No Trumps or Trumps declaration, indicates strength in the suit discarded (see Call for a Suit). “*Badsworth*” shows (“Laws and Principles of Bridge”) that playing an unnecessarily high card can be used to convey information in as many as seven different ways. In the chapter headed “Calling for Trumps,” at pages 37–42 of his well-known book on Bridge Whist, Mr. Melrose initiates the reader into a Whist convention which may occasionally be employed with advantage at Bridge. This, says he, is known variously as “Petering,” “The Trump Signal,” or “The Call for Trumps,” its object being to ask your partner to lead a trump. The author explains fully the significance and interpretation to be given to *the play or discard of an unnecessarily high card*, whether for calling—preferably by two cards in sequence, either as second, third, or fourth player—for a finesse, etc., etc.

Weakness.—Inability to win tricks for want of high cards or trumps.

Weak Suit.—One so devoid of high cards as to make the taking of tricks very unlikely.

Yarborough.—A hand in which all the cards are smaller than the Ten. . . . Nothing higher than the Nine, and no long suit at that.—(*Melrose and Hamilton.*)

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